MARVEL
1989 MARVEL ENT GROUP INC
THE OFFICIAL MARVEL NEWSMAGAZINE!
MARVEL AGE
74
MAY
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EXCLUSIVE! 5-PAGE PREVIEW OF THE ALL-NEW--
Moon Knight
ALSO: STAN LEE'S SOAPBOX! MARK'S REMARKS! AND FRED HEMBECK!
PLUS: JOHN BYRNE REVEALS HIS PLANS FOR BOTH AVENGERS TITLES!
Sal Velluto

STAN LEE PRESENTS

MARVEL AGE®

SALICRUP'S SECTION

HAPPY NEW YEAR!

Happy New Year, everyone! If you thought mighty Marvel was great in '88, just wait till you see what we've got planned for you this year. Indeed, that's exactly what MARVEL AGE MAGAZINE is all about! Besides our in-depth articles spotlighting new projects, we started our special 5-page preview section last issue, which literally shows you what's coming at you! But now we've come up with a way to get you even more involved with our new projects! Imagine being sent a complete black and white advance copy of a new Marvel comic and having your review of it published right here in MARVEL AGE MAGAZINE! Well, we're gonna do it! Here's what you've got to do to take part in the excitement and become Marvel's answer to **Siskel** and **Ebert**. Just send your name and address on a postcard to:

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387 Park Avenue South
New York, N.Y. 10016

We'll assign each card a number as we receive them. Then we'll send out the advance copies to the first five lucky folks for our first preview/review, and then the next five will get to preview/review the next advance copies, and so on.

So send in those postcards and get on our reviewers' list. How can you call yourself an honest-to-Stan Marvel Zombie if you don't?

—Jim Salicrup

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MARVEL® COMING ATTRACTIONS

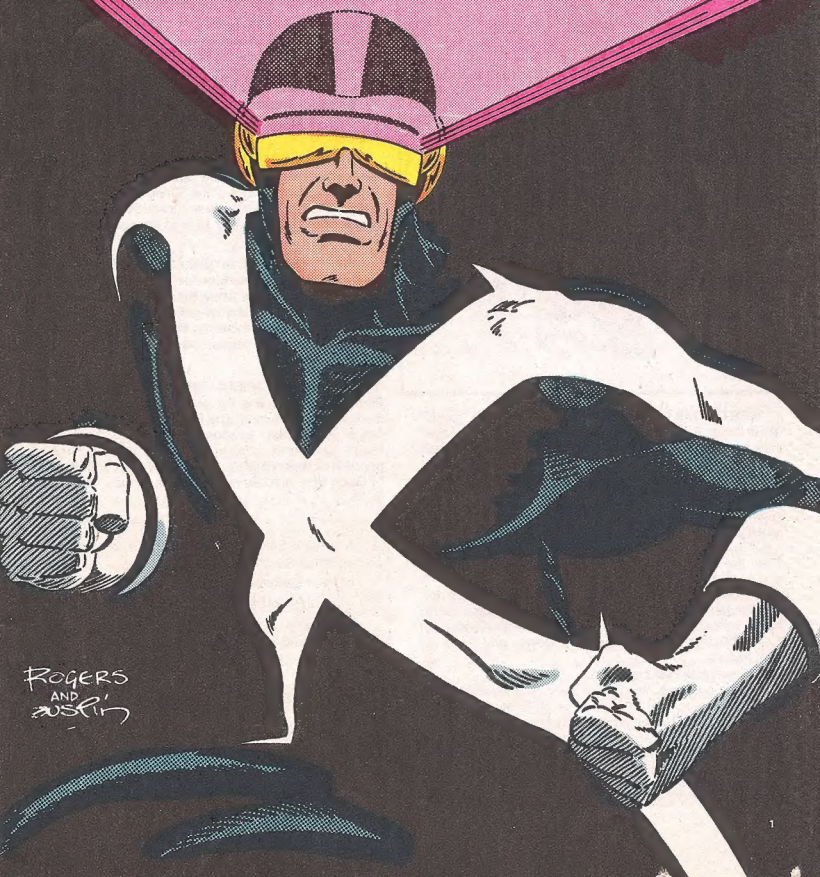
Here's a complete checklist of what's happening in all the Epic, New Universe, and Marvel U.K. titles shipping in February and the first week of March.

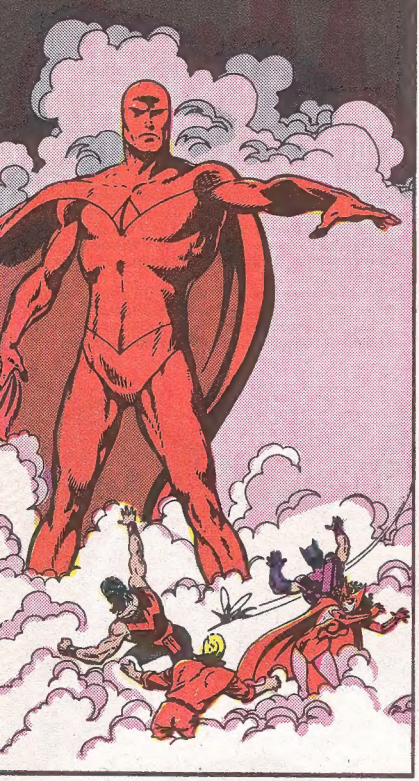
Titles Shipping February 9
On Sale February 28

☐ **SEMPER FI' #7**—Two stories of the Marine Corps!

David Gimbel hates the military way of life. So what could compel him to become a Marine? The answer lies in the first part of a special two-part tale "Welcome to Parris Island!" Written by **Michael P. Palladino**, and drawn by **John Severin**.

Plus: Discover how terrifyingly helpless troops can be when they are forced to beach their landing craft in the teeth of murderous enemy resistance in "Sea Assault!" Written by **Michael P. Palladino** and drawn by **Sam Glanzman**. 75¢.





☐ **WEST COAST AVENGERS** #45—Changes hit the **West Coast Avengers**! The **Vision**'s back, but what makes him so frighteningly different? And **Hawkeye** quits when the team accepts a member he doesn't want! Written and penciled by **John Byrne** and inked by **Mike Machlan**. 75¢.

☐ **MARVEL COMICS PRESENTS** #21—Marvel's bi-weekly anthology series continues with four more stories!

CYCLOPS Part V: **Cyclops**'s plan to save the children from the **Master Mold** fails! Written by **Bob Harras**, and penciled by **Ron Lim**.

BLACK PANTHER Part IX: The sadistic **Eugene Van der Merwe** has the badly wounded **Black Panther** exactly where he wants him—centered in his gunsight! Written by **Don McGregor**, penciled by **Gene Colan**, and inked by **Tom Palmer**.

And complete in this issue:

It starts out as a simple kidnaping, but **Paladin** finds himself traveling the world to solve it! Written by **Scott Lobdell**, penciled by **Ron Wilson**, and inked by **Dan Adkins**.

The **Thing** runs up against a foe who can cut through his hide like a hot knife through butter, **Slice**! Written by **Mark McLaurin**, penciled by **Kevin van Hook**, and inked by **Dan Day**. 32 pages. $1.25.

☐ **EXCALIBUR** #9— They're a neo-nazi super team from another dimension and their name is **Excalibur**! Earth's **Excalibur** discovers what's in store for them and Earth when the other **Excalibur** traps them in the Tower of London! Written by **Chris Claremont**, penciled by **Alan Davis**, and inked by **Paul Neary**. 32 pages. Mando Offset paper. $1.50.

☐ **WOLFPACK Limited Series** #11—With one of their members dead, the **Wolfpack** goes after the master-minds—**the Nine**. But before they can reach their greatest enemies, they have to defeat their nine best hit men. To tackle them, **Wolfpack** needs help and they get it from a surprising source! "Nine Ways to Die" is written by **John Figueroa**, penciled by **Ron Wilson**, and inked by **Christopher Ivy**. 75¢.

☐ **G.I. JOE SPECIAL MISSIONS** #22—It's a hostage crisis of the worst kind. And if the **Joes**, **Chuckles**, **Lady Jaye**, **Shockwave**, and **Hit 'n' Run** don't do everything, and we mean *everything*, just right, the drama will end in disaster! "Decisions" is written by **Larry Hama**, penciled by **Dave Cockrum**, and inked by **Andy Mushynsky**. $1.00.

☐ **WEB OF SPIDER-MAN** #51 — You remember what happened the last time there was a gang war in New York City, right? Well, this time the **Maggia**'s given the **Chameleon** the green light to seize control of the NYC underworld from the **Kingpin**! And to make matters worse for ol' webhead is the return of **Hammerhead**! Written by **Gerry Conway**, penciled by **Mark Bagley**, and inked by **Keith Williams**. $1.00.

☐ **THE SENSATIONAL SHE-HULK** #2—**Mysterio** sics the terrible **Toad Men** on the **She-Hulk**. The result is outrageous mayhem! "Attack of the Terrible Toad Men" is written and penciled by **John Byrne** and inked by **Bob Wiacek**. 32 pages. Mando Offset paper. Limited Newsstand Availability. $1.50.

☐ **STRIKEFORCE: MORITURI** #30—The Earth's government is in disarray. The **Morituri** are in total disgrace. A coup d'etat is moments away. But will the seizure of power mean worldwide stability or global civil war? Written by **James D. Hudnall**, penciled by **Mark Bagley**, and inked by **Carlos Garzon**. 32 pages. Mando Offset paper. Direct sales only. $1.50.

☐ **G.I. JOE EUROPEAN MISSIONS** #9—The **Joes**, **Flint**, **Roadblock**, and **Cover Girl** are in Holland, but for them it's no Dutch treat! The **Cobra** agent, **Weaponsmith** has a new wonder weapon—and he's testing it out on them! "Diamond Lies" is written by **Simon Furman**, penciled by **Robin Smith**, and inked by **Dave Elliott**. Cover by **Geoff Senior**. A Marvel U.K. comic. Mando Offset paper. $1.75.

A **Limited Series** is a title which will only run for a specific number of issues.

A **Graphic Novel** is an 8 ½" x 11" paperback edition.

A **Trade Paperback** is a 7" x 10" paperback edition.

A **Graphic Album** is a 6⅝" x 10" high quality, square-bound edition.

A **Direct Sales** title is available only at selected outlets.

Shipping Date refers to when the comics leave the printer.

Limited Newsstand Availability means that the title is available at selected newsstands as well as direct sales outlets.

new universe™

☐ **PSI-FORCE** #32—Last issue special! The **Psi-Force** team must eliminate a Soviet arms supply route through Afghanistan, but to do it they must ally themselves with a cold-blooded Afghan paranormal. Written by **Fabian Nicieza**, penciled by **Rodney Ramos**, and inked by **Christopher Ivy**. 32 pages. Mando Offset paper. Direct sales only. $1.50

☐ **THE PUNISHER WAR JOURNAL** #6—The **Punisher** goes on leave in Africa. But his vacation in one of the last savage wildernesses turns into his greatest test of survival when he finds himself battling poachers and. . .**Wolverine**! Story and breakdowns by **Carl Potts**, finished art by **Jim Lee**. 32 pages. Mando Offset paper. $1.50.

☐ **DAREDEVIL** #267—**Daredevil** turns his back on New York City! That's right, he's leaving the Big Apple and the rot that not even he could clean up. But his farewell might turn into something more permanent, because gunning for him is his old enemy, **Bullet**! "**Cremains**" is written by **Ann Nocenti**, penciled by **John Romita Jr.**, and inked by **Al Williamson**. 75¢.

Titles Shipping February 16 On Sale March 7

☐ **ST. GEORGE** #6—What is the sinister mystery surrounding the St. George armor? Why have the brothers of the Order of St. George never revealed the full truth about the mission **Devlin** is on? The answers lie in a forbidden section of South America. . .one inhabited by the terrifying Shadow Dweller called **Skin Walker**! Written by **D.G. Chichester** and **Margaret Clark** and illustrated by **Klaus Janson**. An Epic comic. 32 pages. Mando Offset paper. Direct sales only. $1.50.

☐ **WOLVERINE** #8—The people around him may call him "Mr. Fixit" but **Wolverine** knows he's really the **Hulk**. And **Wolverine's** had enough of the way the **Hulk's** "fixing" of things. Now **Wolverine's** going to fix "Mr. Fixit" for good! Written by **Chris Claremont** and illustrated by **John Buscema**. 32 pages. Mando Offset paper. $1.50.

☐ **THE 'NAM MAGAZINE** #11—Re-presenting two more gripping stories about the war in Vietnam.

From THE 'NAM #21—A poignant tale of life, hope, and lost love in a base hospital. "Do Not Forsake Me" is written by **Doug Murray**, penciled by **Wayne Vansant**, and inked by **Geof Isherwood**.

From THE 'NAM #22—An underground Vietcong hospital is unexpectedly blessed with Thanksgiving bounty in "Thanks for Thanksgiving." Written by **Doug Murray**, penciled by **Wayne Vansant**, and inked by **Geof Isherwood**. 48 pages. A Marvel black and white magazine. $2.00.

☐ **THE SAVAGE SWORD OF CONAN** #160—What is the real price of loyalty? **Conan** is about to discover just that when he becomes a member of the roving **Kozakis**—merciless nomadic bandits who instantly punish even the hint of disloyalty with death! "Brothers" is written by **Jim Owsley** and drawn by **Andy Kubert**. Cover by **Dorian**. A Marvel black and white magazine. For Mature Readers. $2.00.

☐ **GROO THE WANDERER** #52—**Chakaal** and **Groo** are caught in a wacky web of intrigue when they go up against a giant spider. Written and drawn by **Sergio Aragonés** and admired by **Mark Evanier**. An Epic comic. $1.00.

☐ **HEATHCLIFF** #34—**Heathcliff** a spy? That's what happens when he befriends the famous agent, **Myron Bond**. All we can say is, the espionage business may never recover after **Heathcliff's** adventure with "The Other Bond." Written by **Laura Hitchcock**, penciled by **Howard Post**, and inked by **Roberta Edelman**. $1.00.

☐ **THE NEW MUTANTS** #76—The **New Mutants** make their choice. Who leaves—and who remains to join **X-Factor**? And who are the new **New Mutants**? Written by **Louise Simonson** and penciled by **Bret Blevins**. $1.00.

☐ **ALPHA FLIGHT** #71—In the middle of their efforts to reform without Canadian government control, **Alpha Flight** confronts a new menace—the **Sorcerer**, a super-villain more dangerous than the diabolical **Dreamqueen**! Written by **James D. Hudnall**, penciled by **John Calimee**, and inked by **Hilary Barta**. 32 pages. Mando Offset paper. Direct sales only. $1.50.

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☐ **THE WAR Limited Series** #1—The final saga of the New Universe starts here! The world is poised on the brink of nuclear war! America sends its special paranormal fighting force to South Africa in a desperate covert operation to stop the holocaust! "Mobilization" is written by **Doug Murray** and drawn by **Tom Morgan**. 48 pages. Hudson paper. A New Universe Graphic Album. Direct sales only. $3.50.

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☐ **D.P.7** #32—Last issue special! The paranormals of **D.P.7** must make the toughest decision of their lives when a new paranormal calling himself **The Cure** offers to rid them of their paranormal powers. Written by **Mark Gruenwald**, penciled by **Paul Ryan**, and inked by **Danny Bulanadi**. 32 pages. Mando Offset paper. Direct sales only. $1.50.

☐ **ALF** #16—Here's a super hero spoof that'll have you howling for more! **Alf** returns as the wacky **Fantastic Fur**! It's a wild and woolly romp as **Alf** stalks the dastardly **Coat Burglar**! Written by **Michael Gallagher**, penciled by **Dave Manak**, and inked by **Marie Severin**. $1.00.

☐ **THE AMAZING SPIDER-MAN** #316—**Venom's** back! **Spidey** barely beat him last time. How's he going to stop him now? Written by **David Micheline** and drawn by **Todd McFarlane**. $1.00.

☐ **WOLVERINE AND HAVOK: MELTDOWN Limited Series** #4—The conclusion! **Wolverine** must stop the diabolical **Meltdown** from seizing the power of the runaway Russian nuclear power plant. The problem for **Wolverine** is, how can he do it without killing **Havok**? Written by **Walter** and **Louise Simonson** and illustrated by **Kent Williams** and **Jon J Muth**. Cover painting by **Kent Williams**. 48 pages. An Epic comics Graphic Album. Hudson paper. Limited Newsstand Availability. $3.50.

☐ **CAPTAIN AMERICA** #354—**Captain America** takes on the **Red Skull's** merciless minion, the **Taskmaster**! Written by **Mark Gruenwald**, penciled by **Kieron Dwyer**, and inked by **Danny Bulanadi**. 75¢.

☐ **SOLO AVENGERS** #19—Two tales of action—**Avengers** style!

Plant Man's never met a plant he couldn't use to try and kill a super hero—as **Hawkeye's** about to find out! Written by **Howard Mackie**, penciled by **Ron Wilson**, and inked by **Don Heck**.

Being both a king and a super hero might strike you as being something great. But for the **Black Panther**, the combination's about to prove to be a killer! Written and penciled by **Sandy Plunkett** and inked by **Scott Hampton**. Cover by **Sandy Plunkett**. 75¢.

☐ **SPIDER-MAN in FEARFUL SYMMETRY: KRAVEN'S LAST HUNT Hardcover**—The acclaimed six-part **Kraven** saga is now collected into one volume! Written by **J. Marc DeMattelis**, penciled by **Mike Zeck**, and inked by **Bob McLeod**. New color and cover by **Mike Zeck**. 160 pages. Direct sales only. $19.95.

Titles Shipping February 23 On Sale March 14

☐ **MARVEL AGE MAGAZINE** #75—A 5-page preview of the new DOCTOR STRANGE! Plus: Reports on WHAT THE—? and WHAT IF—?, and THE MARVEL UNIVERSE UPDATE Limited Series. Not only that, but there's also all the regular features including **Stan's** Soapbox, **Mark's** Remarks, **Hembeck's** Page, the Marvel Trivia Quiz, the Mutant Report, the Marvel Age of Comics, and more! Direct sales only. 50¢.

☐ **THE INCREDIBLE HULK** #356—His name is **Cloot** and he's got ties with the **Maggia**. So what, you ask? Well, he's lined up a meeting between him and **Glorian** and the outcome could spell double trouble for the **Hulk**! Written by **Peter David** and penciled by **Jeff Purves**. 75¢.

☐ **MARVEL TALES** #224—Re-presenting from AMAZING SPIDER-MAN #89, the cover-to-cover clash between **Spidey** and **Doctor Octopus**! Written by **Stan Lee**, penciled by **Gil Kane**, and inked by **John Romita Sr.** New cover by **Todd McFarlane**. 75¢.

☐ **THE PUNISHER** #20—The **Punisher's** in Las Vegas. Before he leaves, the pavement of the strip is going to be bathed in mob blood. "Bad Tip" is written by **Mike Baron**, penciled by **Shea Anton Pensa**, and inked by **Gerry Talaoc**. $1.00.

☐ **DRAGON'S CLAWS** #9—The medical N.U.R.S.E. headquarters is being turned into a slaughterhouse! The only way **Dragon's Claws** can stop the murderous carnage is to join forces with their greatest enemies—the **Evil Dead**! "Shock Treatment!" is written by **Simon Furman** and drawn by **Geoff Senior**. A Marvel U.K. comic. Mando Offset paper. Direct sales only. $1.50.

☐ **MARVEL FANFARE** #44—**Iron Man** and **Doctor Doom** square off in a battle for hi-tech supremacy! If you love gadgets, action, and stunning art, this story's for you! "Telepresence" is written and drawn by **Ken Steacy**. 32 pages. Hudson paper. Direct sales only. $1.95.

☐ **THE AVENGERS** #304—First **Cap, Thor,** and **Gilgamesh** have to battle the **Puma,** then all four take on the uncanny **U-Foes!** It's a fight-filled saga called ". . .Yearning to Breathe Free!" Written by **Danny Fingeroth,** breakdown art by **Rich Buckler,** and finished art by **Tom Palmer.** 75¢.

☐ **DEATH'S HEAD** #4—**Death's Head** goes off on a wild goose chase, leaving his assistant, **Spratt,** helpless before the half-man, half-ape killing machine called **Plaguedog!** "Guess Who's Coming to Dinner?" is written by **Simon Furman,** penciled by **Byran Hitch,** and inked by **Dave Elliott.** A Marvel U.K. comic. Mando Offset paper. Direct sales only. $1.50.

☐ **CONAN THE BARBARIAN** #219—When a harem trader's caravan wanders into the Lost Valley of Forgotten Beasts, can even **Conan** save them from the prehistoric jaws of death? Written by **Valdis Semeiks,** and **Charles Santino,** penciled by **Valdis Semeiks,** and inked by **Alfredo Alcala.** $1.00.

☐ **THE SILVER SURFER** #24—It's a big universe out there, and not everyone's received the news that the **Silver Surfer** is no longer **Galactus's** herald! In fact, some planets have been making plans to kill the **Surfer** in order to save their planet from **Galactus.** And the **Surfer's** about to discover how effective those plans are! Written by **Steve Englehart,** penciled by **Ron Lim,** and inked by **Tom Christopher.** $1.00.

☐ **G.I. JOE** #87—The **Joes, Sneak-Peek, Shockwave,** and **Outback** discover how destructive *total* war can be when they witness **Cobra's** annihilating "Assault on Castle Destro!" Written by **Larry Hama,** penciled by **Tony Salmons,** and inked by **Randy Emberlin.** $1.00.

☐ **DOCTOR ZERO** #7—**Doctor Zero** is a prisoner of the U.S. government's Military Response and Covert Techniques Squadron. At least, that's what the "MERCHANTS" think. But the truth is something far more frightening. "Man Is but a Dream of a Shadow" is written by **D.G. Chichester** and **Margaret Clark** and drawn by **Dan Spiegel.** An Epic comic. 32 pages. Mando Offset paper. Direct sales only. $1.50.

☐ **DAMAGE CONTROL Limited Series** #2—**Doctor Doom's** a deadbeat. At least, that's what **Damage Control's** accounting department says. Of course, it's not the accounting department's job to collect the past due debt. So who's the (un)lucky guy who gets to lean on **Dr. Doom?** We're not telling here, but we will tell you that this issue guest stars the **Fantastic Four.** Written by **Dwayne McDuffie,** penciled by **Ernie Colón,** and inked by **Bob Wiacek.** 32 pages. $1.00.

☐ **THE UNCANNY X-MEN** #245—**Wolverine**, **Havok**, and **Colossus** strike off on their own. And once you see what adventure they're on, you'll immediately understand why it's for men only! Written by **Chris Claremont**, penciled by **Mark Silvestri**, and inked by **Dan Green**. $1.00.

☐ **THE SAGA OF THE SUB-MARINER Limited Series** #8—Last issue the **Sub-Mariner** fought the **Fantastic Four**. This issue he teams up with the **Hulk** to take on the **Avengers**! Written by **Roy** and **Dann Thomas**, penciled by **Rich Buckler**, and inked by **Bob McLeod**. 32 pages. Mando Offset paper. Direct sales only. $1.50.

☐ **MARVEL COMICS PRESENTS** #22 — The biweekly action continues with four more stories!

CYCLOPS Part VI—Time is running out for **Cyclops**. Unless he can convince **Conscience** to betray **Master Mold**, the children are doomed! Written by **Bob Harras**, penciled by **Ron Lim**.

BLACK PANTHER Part X—A black township is turned into a blazing battlefield when the South African army searches for the **Black Panther**. Written by **Don McGregor**, penciled by **Gene Colan**, and inked by **Tom Palmer**.

Plus complete in this issue:

The romance between **Starfox** and **Hester Delight** might get put on hold permanently thanks to a rampaging inter-dimensional conqueror. Written by **Peter Gillis**, penciled by **Dave Cockrum**, and inked by **Jim Sanders III**.

A walk in the woods turns into a voyage of astonishing discovery for **Mirage** and **Wolfsbane**. Written by **Sue Flaxman**, penciled by **Rodney Ramos**, and inked by **Jose Marzan**. 32 pages. $1.25.

new universe

☐ **JUSTICE** #32—Last issue special! **Captain Brooklyn** emerges as the new champion of the city, but what can he do to stop the devastation of New York City? Where's **Justice**? He's locked in the do-or-die final battle with **Seraph**! Written by **Peter David** and penciled by **Lee Weeks**. 32 pages. Mando Offset paper. Direct sales only. $1.50.

Titles Shipping March 2 On Sale March 21

☐ **FANTASTIC FOUR** #327—**Reed** and **Sue Richards** may be back, but how much help can that be when the now powerless **Fantastic Four** have to fight the new, deadlier **Frightful Four**! Written by **Steve Englehart**, penciled by **Keith Pollard**, and inked by **Romeo Tanghal**. 75¢.

☐ **CLOAK AND DAGGER** #5—**Cloak** is dead! Now who will wield his Cape of Darkness? And how will the choice affect **Dagger**? Written and inked by **Terry Austin** and penciled by **Mike Voeburg**. Mando Offset paper. Direct sales only. $1.50.

☐ **THOR** #404—Asgard is sliding into the Negative Zone! What is stopping **Thor** from saving his homeland? Written by **Tom DeFalco**, penciled by **Ron Frenz**, and inked by **Joe Sinnott**. 75¢.

☐ **DINO-RIDERS** #4—The trouble the **Dino-Riders** have against the cruel **Rulons** is nothing compared to the power struggle that is tearing apart their own ranks! "Politics" is written by **George Caragonne**, penciled by **Kelley Jones**, and inked by **Danny Bulanadi**. $1.00.

☐ **THE SPECTACULAR SPIDER-MAN** #151—How's **Robbie Robertson** going to keep life and limb together now that he's stuck in prison with his enemy, **Tombstone**? And what does **Gloria Grant** do when she discovers that her boyfriend is an honest to gosh mutant werewolf? Written by **Gerry Conway** and drawn by **Sal Buscema**. $1.00.

☐ **X-FACTOR** #41—The kid's name is **Alchemy** and he can turn base metals into gold! That's why the avaricious English Trolls have kidnaped him. Now it's up to **X-Factor** to free **Alchemy**—at all costs! Written by **Louise Simonson**, penciled by **Art Adams**, and inked by **Al Milgrom**. $1.00.

☐ **THE TRANSFORMERS** #53—It's bad enough that the malevolent **Mechannibals** want the **Autobot, Cloudburst**, to be dinner. But now the queen of a race of warrior women wants him to be something far worse—her mate! "Recipe for Disaster!" is written by **Bob Budiansky**, penciled by **Jose Delbo**, and inked by **Dave Hunt**. $1.00.

☐ **CLASSIC X-MEN** #34—Re-presenting from THE UNCANNY X-MEN #128, the shocking prelude to the **Dark Phoenix** saga. "The Action of the Tiger" is written by **Chris Claremont**, penciled by **John Byrne**, and inked by **Terry Austin**. Plus an all-new back-up story written by **Ann Nocenti** and drawn by **John Bolton**. 32 pages. $1.25.

☐ **SPEEDBALL** #10—Springdale is going to the dogs—*giant* dogs! Not only that, but giant cats, giant snakes, giant animals of every kind are running amok through the town! **Speedball's** literally ricocheting from one end of town to the other as he tries to stop the stampede and find out what's responsible for the wild growth mutation. Plotted and penciled by **Steve Ditko**, scripted by **Joe Duffy**, and inked by **David** and **Dan Day**. 75¢.

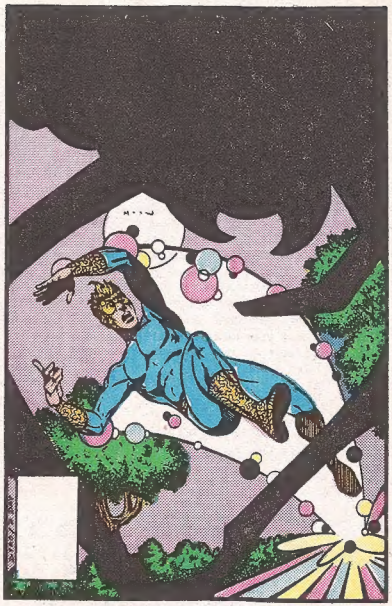
☐ **IRON MAN** #243—**Tony Stark** is shot! Will this mean the end of him being **Iron Man**? Co-plotted and scripted by **David Michelinie**, co-plotted and drawn by **Bob Layton**. 75¢.

☐ **ALIEN LEGION** #10—Deserted on the Orestan home-world, a detachment of **Nomad Squadron** led by **Jugger Grimrod** falls into the hands of their sworn enemies, the merciless **Harkilons**! Written by **Chuck Dixon**, penciled by **Larry Stroman**, and inked by **Mark Farmer**. An Epic comic. 32 pages. Mando Offset paper. Direct sales only. $1.50.

☐ **MOON KNIGHT** #1—By popular demand, the white **Avenger** returns in an all-new series! And **Mark Specter's** first adventure brings him face to face with the man who caused him to become **Moon Knight, Bushmaster**! "New Moon" is written by **Chuck Dixon**, penciled by **Sal Velluto**, and inked by **Mark Farmer**. 32 pages. Mando Offset paper. Direct sales only. $1.50.

☐ **THE ARENA Graphic Novel**—Thrust through a time warp, a female fighter pilot suddenly receives the unique opportunity to prevent the brutal murder of her mother. But she wasn't the only one caught in the time warp. Before she can save her mother, she must survive attacks by dinosaurs and cavemen! Written and drawn by **Bruce Jones**. A Marvel Graphic Novel. 48 pages. $5.95.

☐ **CONAN SAGA** #25—Re-presenting from SAVAGE SWORD OF CONAN #10 the battle-filled conclusion of the novel CONAN THE CONQUEROR. Adaptation scripted by **Roy Thomas** and drawn by **John Buscema**. Plus two special back-up tales: from SAVAGE SWORD OF CONAN #18 the haunting **Solomon Kane** story "Rattle of Bones" written and drawn by **Howard Chaykin**, and from SAVAGE SWORD OF CONAN #23 **Red Sonja** battles the "Wizards of the Black Sun." Plus there's also a special pin-up gallery from SAVAGE SWORD OF CONAN #18 featuring the **Chaykin** Barbarians! A Marvel black and white magazine. For Mature Readers. $2.00.



☐ **AKIRA** #9—Mad with his ever-growing psycho-kinetic powers, **Tetsuo**—despite all the efforts of the **Colonel** and his government troops as well as **Kaneda** and **Kay's** own drive to assassinate him—moves relentlessly to awaken **Akira** from his frozen sleep in suspended animation. "Stalkers" is written and illustrated by **Katsuhiro Otomo**, English language adaptation by **Jo Duffy**, and computer coloring by **Steve Oliff**. An Epic comic Graphic Album. 64 pages. Direct sales only. $3.50.

☐ **THE 'NAM** #31—A wartime romance takes a tragic turn when a member of the 23rd Infantry sacrifices his honor, duty, and more in the name of love. "Fire and Ice" is written by **Doug Murray**, penciled by **Wayne Vansant**, and inked by **Geof Isherwood**. 32 pages. Mando Offset paper. Direct sales only. $1.50.

SUPER-VILLAIN® CHECKLIST

Bushmaster: MOON KNIGHT #1
Chameleon: WEB OF SPIDER-MAN #51
Cloot: THE INCREDIBLE HULK #356
Conscience: MARVEL COMICS PRESENTS #21 and #22
Doctor Doom: DAMAGE CONTROL #2, MARVEL FANFARE #44
Doctor Octopus: MARVEL TALES #224
Excalibur: EXCALIBUR #9
Frightful Four: FANTASTIC FOUR #327
Glorian: THE INCREDIBLE HULK #356
Hammerhead: WEB OF SPIDER-MAN #51
Kingpin: WEB OF SPIDER-MAN #51
Maggia: WEB OF SPIDER-MAN #51, THE INCREDIBLE HULK #356
Master Mold: MARVEL COMICS PRESENTS #21 and #22
Meltdown: HAVOK AND WOLVERINE #4
Mysterio: THE SENSATIONAL SHE-HULK #2
Plant Man: SOLO AVENGERS #19
Puma: THE AVENGERS #304
Slice: MARVEL COMICS PRESENTS #21
Sorcerer: ALPHA FLIGHT #71
Taskmaster: CAPTAIN AMERICA #354
Toad Men: THE SENSATIONAL SHE-HULK #2
Tombstone: THE SPECTACULAR SPIDER-MAN #151
Trolls: X-FACTOR #41
U-Foes: THE AVENGERS #304
Van der Marwe, Eugene: MARVEL COMICS PRESENTS #21
Venom: THE AMAZING SPIDER-MAN #316

NEWSWATCH
PRIME TIME, CABLE, PRESS, AND STRICTLY PERSONAL

ITEM: When the made-for-television film "Incredible Hulk Returns" swept its time slot and came in as the fourth-rated program for the week, we knew there was going to be more good news to come. And there is! NBC's announced that they want to do a whole series of television movies starring the **Hulk**! As if that weren't enough, each movie will feature a different Marvel super hero guest star! The first three tapped are the **She-Hulk**, **Daredevil**, and **Iron Man**. So check your local television listings, and keep your eyes on Newswatch for more announcements.

ITEM: Hey, didja catch on MTV's Music News their nifty report on best-selling author **Tama Janowitz's** appearance in THE SPECTACULAR SPIDER-MAN #144? If you did—and especially if you didn't—and you want more mention of what's happening at Marvel, give 'em a call and say, "I want Marvel comics on MTV!" And tell 'em MARVEL AGE MAGAZINE sent ya!

ITEM: It's time to give a special MARVEL AGE MAGAZINE "Welcome back!" to a returning Bullpenner. It's special because the Bullpenner is none other than one-time MARVEL AGE MAGAZINE assistant editor **Kurt Busiek**! Kurt's now our Direct Sales Project Manager. That means he gets to personally talk to all the direct sales distributors and retailers about the new projects we're planning. And one new project that Kurt is going to be editing is AD ASTRA! It's a science-fiction graphic album anthology series that will feature original comic book tales written by top science-fiction writers. Among the writers already working on stories for AD ASTRA (which, by the way, is Latin for "to the stars") are **Barry Malzberg, Joe Clifford Faust,** and **Laurence M. Janifer**. It'll be coming out this summer, so be sure to watch for it!

TOP TEN

Talk about being on a roll, despite some of the stiffest circulation competition this side of the Daily Bugle, MARVEL AGE MAGAZINE is once again more than holding its own at #32!

Now let's see who made it into our coveted Top Ten for September—the ten best-selling titles in the direct sales market as compiled by our Vice-President/Direct Sales **Carol Kalish**. Here they are:

1—**WOLVERINE #3**
2—**X-MEN #240**
3—**EXCALIBUR #4**
4—**HAVOK AND WOLVERINE #1**
5—**X-FACTOR #36**
6—**X-TERMINATORS #4**
7—**AMAZING SPIDER-MAN #311**
8—**THE NEW MUTANTS #71**
9—**SILVER SURFER Limited Series #2**
10—**MARVEL COMICS PRESENTS #10**
32—**MARVEL AGE MAGAZINE #70**

MARK'S REMARKS

Every month for the past 27 years the makers of Marvel comics have been trying to answer the central riddle at the heart of all heroic fiction . . .What makes a person a hero? I'm not talking hero in the sense of protagonist, or leading character in a story, I mean Hero with a capital H—a person whose virtues are beyond the commonplace, whose struggles are on a grand scale, and whose actions set a good example for others to follow. You might think that we'd have answered that question by now and gone out of business, but we haven't. You might even think that the ancient Greeks would have said all there was to say on the subject a couple of millennia ago, so that all practitioners of heroic fiction who followed would have known the answer, but that's not so either. The defining and redefining of heroism is an ongoing process that ultimately has to be answered not just by writers, but by every person who lives by a code of ethics.

In one of our weekly Asssistant Editor Workshops a while back, **Tom DeFalco** and I led the troops in a freewheeling discussion, trying to nail down a good definition of "hero." After all, we figured, if we didn't know what a hero was, how could we tell the difference between a good work of heroic fiction and a mediocre one? Well—ahem—we didn't precisely come up with a universal definition so brilliant that Merriam-Webster has decided to adopt it for the next edition of their unabridged dictionary, but. . .we did

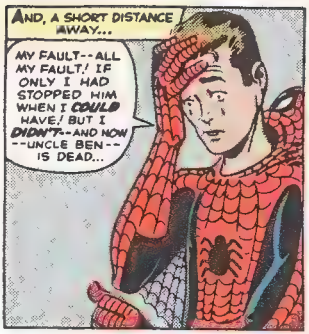
come up with a list of virtues that every good hero (super and otherwise) should have to a greater degree than the ordinary joe. How about if I lay them on you and you can let me know if we're in the ballpark?

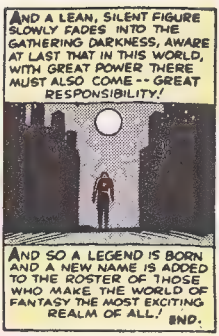
The first major attribute of a hero we figured was *power*. Without power—the capacity to do something, be it play harmonica or lift up buildings—a person would be unable to carry out the heroic decisions s/he made and no one would know any heroism almost happened. But possessing power alone is by no means the sole province of a hero, or else **Doctor Doom, Loki,** and the dread **Dormammu** would be heroes.

The second major attribute of a hero is *conscience*, that inner sense that lets one know what is right and what is wrong. Without conscience to guide a person's actions, s/he will not be able to use his/her power heroically, in a manner that accomplishes good.

The third major attribute of a hero is a sense of *responsibility* to others, also known as altruism. If a person simply has power and a conscience, then s/he will exercise his/her powers in such a way as to not let harm befall others. But that does not mean s/he will go out of his/her way to do anything that will *benefit* anyone else. Altruism spurs beings of power and conscience to go out of their way to do things for the sake of others. If a person only feels a sense of responsibility to his/her self, s/he's not heroic. Saving one's self from danger is a *wise* thing to do—after all, being dead limits the number of heroic deeds one can perform—but it is not *heroic*. Saving others from danger, particularly when it involves a threat to one's own well-being, *is* heroic. As the narrator in the very first **Spider-Man** story said, "with great power, there must come great responsibility." But that doesn't mean it comes automatically. Responsibility is a choice one must make. (More on choices further down the list.)

The fourth major attribute of a hero is *wisdom*. Without wisdom—knowledge and intelligence—one's sense of responsibility won't do much good. Say some people are drowning, and you have the power and sense of responsibility of Spider-Man, so you try to save them by ripping down a telephone pole with a live wire attached and holding it out for them to grasp onto. Lacking the wisdom to know that a live wire and water are a dangerous combination, you will *kill* the people you mean to rescue, despite your power and sense of responsibility. There are many circumstances where it is not just a question of wanting to do something good and having the power to do it, but also a question of *figuring out* the right thing to do.


AND, A SHORT DISTANCE AWAY...
MY FAULT--ALL MY FAULT! IF ONLY I HAD STOPPED HIM WHEN I COULD HAVE! BUT I DIDN'T--AND NOW --UNCLE BEN-- IS DEAD...


AND A LEAN, SILENT FIGURE SLOWLY FADES INTO THE GATHERING DARKNESS, AWARE AT LAST THAT IN THIS WORLD, WITH GREAT POWER THERE MUST ALSO COME--GREAT RESPONSIBILITY!
AND SO A LEGEND IS BORN AND A NEW NAME IS ADDED TO THE ROSTER OF THOSE WHO MAKE THE WORLD OF FANTASY THE MOST EXCITING REALM OF ALL! END.

The fifth major attribute of a hero is *courage*. Having power, conscience, responsibility, and wisdom won't do anyone any good if you don't have the guts to put your own butt on the line and use them. This is not to say that courage is an absolute that one either has—"Here comes the Man Without Fear"—or doesn't have. There are degrees of courage. Obviously it takes greater courage for a less powerful hero like **Daredevil** to take on the **Hulk** than one as powerful as **Thor.**

The sixth major attribute of a hero is *determination* or the will to succeed. Okay, you have power, you have conscience, you have responsibility, you have wisdom, and you have courage, but after you fail to accomplish something you set out to do (like say, put **Doctor Octopus** behind bars), you *give up*. Sorry, pal, you're not a hero. Heroes keep going against the odds, despite the pain, no matter the personal sacrifice, until they accomplish their heroic goal.

The seventh major attribute of a hero is *free will*. If you have all of the previous attributes of a hero, but the choice to use them is not one you made, but was something forced upon you, you are not a hero. You have not discovered that heroic spark that exists in all of our breasts. You are merely following orders like an automaton.

The eighth major attribute of a hero is *vulnerabilities* or limitations. If you have absolute power—the power to do anything—doing good takes no courage nor determination, two of our previous major attributes. Furthermore, the decison you make to do good is of little instructional value to anyone else, since your power level is so far beyond normal experience and relatability. But if a hero has certain limitations that s/he must transcend to perform heroic acts, *that* is inspirational. It takes nothing for a rich man to give a homeless person a dollar, but for a homeless person to give *another* homeless person a dollar, that's an act of self-sacrifice and limit transcendence. Heroes embody *human* ideals. If a hero's power makes him too far removed from human, he has no heroic value for human beings.

The ninth major attribute of a hero is. . .culturally determined. Different human cultures prize different virtues, and their heroes would embody these traits. A totalitarian society might value discipline and self control, for instance. A warlike society might value martial prowess. A pacifistic society might value compassion. Unlike the other eight more universal heroic traits, this ninth attribute is flexible.

So that's what we came up with. Our list covers a lot, but does it cover everything? No. . .it doesn't touch upon the motivationally flawed type of hero, who slouches into heroic deeds and conducts by some psychological quirk like obsession, vengeance, or neurosis. Nor does it fully define the "anti-hero" whose moral code is not in sync with society's—fellows like the **Punisher** who thinks it's okay to kill his enemies. It also leaves martyrs largely unclassified, both those who deliberately laid down their lives for a cause and those who died by mishap or assassin while leading a virtuous if not quite heroic life. Still and all, we think our list is pretty nifty. Try rating some of your favorite heroes by the virtues we list and see how they fare.

In my opinion, people read Marvel comics primarily for their entertainment value. But for the audience to get maximum entertainment value out of Marvel's works of heroic fiction, the makers of Marvel comics must grapple with the meaning of heroism every single issue.

—Mark Gruenwald

MARVEL® TRIVIA QUIZ

Remember when **Moon Knight** first started to truly come into his own? It was, of all things, as a brilliantly rendered back-up strip in THE HULK Magazine! And the rest of the **Fist of Khonshu's** career has been similarly unpredictable. . .but don't take our word for it! Take a walk in the moonlight down memory lane with this Khonshu-approved quiz; then check the answers on page 32!

—Brian Nelson

1. In the recent split of the **West Coast Avengers**, Moon Knight sided with **Mockingbird** because:
   A) Khonshu agreed with her need for vengeance
   B) he felt betrayed by **Hawkeye**
   C) he was secretly attracted to Bobbi
   D) he like the way she handled her quarterstaffs

2. Which Whackos foe did Moon Knight hunt down without official sanction?
   A) the **Composite Avenger**
   B) the **Blank**
   C) **Cornelius Van Lunt**
   D) **Fabian Stankowicz**

3. Who designed Moon Knight's darts and boomerang?
   A) Khonshu
   B) Hawkeye
   C) **Frenchie**
   D) **Calvin Klein**

4. The battle between Moon Knight and the **Shroud** borrowed its title from which Marvel mag of the past?
   A) CHAMBER OF DARKNESS
   B) TOWER OF SHADOWS
   C) VAULT OF EVIL
   D) ARRGH!

5. In a MARVEL FANFARE epic, a filmmaker's cruelty tossed Moon Knight into conflict against:
   A) an earth elemental
   B) a berserk robot werewolf
   C) a Hollywood drug syndicate
   D) the Screen Actors Guild

6. Moon Knight lost his love, **Marlene**, to her wheelchair-bound husband:
   A) **Eric**
   B) **Tony**
   C) **Keith**
   D) **Ironside**

7. Moon Knight defeated **Dominus** through unique use of his:
   A) copter
   B) throwing rod
   C) three personalities
   D) Pocket Fisherman

8. Moon Knight's premature retirement was ended against his will by:
   A) **Henry Peter Gyrich**
   B) the priests of Khonshu
   C) Marlene
   D) changes in the Social Security system

9. Which Moon Knight foe would be most associated with bad dreams?
   A) the **Midnight Man**
   B) **Morpheus**
   C) **Stained Glass Scarlet**
   D) **Winky-Man**

10. What killer did Moon Knight defeat in New Orleans?
    A) **Cajun Creed**
    B) **Jazzman**
    C) the **Saint**
    D) Winky-Man

11. In Moon Knight's own series, the **Thing** teamed with him against:
    A) **Axe**
    B) **Crossfire**
    C) **Blacksmith**
    D) cancellation

12. And in MARVEL TWO-IN-ONE, the Thing teamed with Moon Knight against:
    A) Axe
    B) Crossfire
    C) Blacksmith
    D) repeat of the same joke

13. And speaking of team-ups, PETER PARKER, THE SPECTACULAR SPIDER-MAN joined **Spidey** and Moony (?!) against which super-fast foe?
    A) **Whizzer**
    B) **Cyclone**
    C) **Speed Demon**
    D) **Quicksilver**

14. Moon Knight escaped the death trap of **Scorpio** through ingenious use of:
    A) his cape
    B) a beer can
    C) a mirror
    D) a lead pipe, in the library

15. Moon Knight's articulate vagrant friend went by the name:
    A) **Crawley**
    B) **Sticks**
    C) **Snitch**
    D) **Donald Trump**

16. Moon Knight's great romantic interest, Marlene, was visually based upon what newspaper comic strip heroine?
    A) **Eve Jones** of THE HEART OF JULIET JONES
    B) **Donna** of APARTMENT 3-B
    C) **Stella** of STEVE ROPER AND MIKE NOMAD
    D) **Sally** of PEANUTS

17. One of Moon Knight's most dangerous and implacable foes turned out to be his own:
    A) uncle
    B) father
    C) brother
    D) agent

18. Moon Knight's first solo story, which introduced his multiple identities, appeared in:
    A) MARVEL PREMIERE
    B) MARVEL SPOTLIGHT
    C) MARVEL SPECTACULAR
    D) MODELING WITH MILLIE

19. And that story featured which underworld nemesis?
    A) the **Kingpin**
    B) **Conquer-Lord**
    C) the **Big Man**
    D) **Turk** and **Grotto**

20. And in which classic fear title did Moon Knight debut?
    A) WEREWOLF BY NIGHT
    B) MARVEL CHILLERS featuring TIGRA
    C) TOMB OF DRACULA
    D) PIZZAZZ

X-TRA THE MUTANT REPORT X-TRA

VOLUME 4 "THE NEXT STEP IN NEWS EVOLUTION" NUMBER 8

JOHN BYRNE AND ART ADAMS UPDATE

As you all know by now John Byrne has returned to Marvel. He will be writing both of the Avengers' titles and drawing the WEST COAST AVENGERS. He will also be writing and penciling the new She-Hulk series. With all that you would think that John would not have time for anything else, right? Wrong. John has managed to pencil an issue of THE NEW MUTANTS. And what issue might that be? Why none other than the landmark 75th. (On sale this month; so what are you waiting for?)

Speaking of landmark happenings, fan favorite Art Adams, will draw two issues of X-FACTOR (#41 and #42). This will be Art's first time drawing X-Factor.

Bob Harras, editor of X-FACTOR, told us that X-FACTOR #41 will feature the debut of Alchemy, a British teenage mutant with the power to turn inorganic matter into gold. The name "Alchemy" and his powers were created by Paul Beateow of Sheffield, England. Paul was the winner of the Marvel Comics Mutant Drawing. (See MARVEL AGE MAGAZINE #65 for more details).

Alchemy was originally announced to appear in an issue of THE NEW MUTANTS. But, Bob felt that, "Alchemy would work better in an X-FACTOR story." In X-FACTOR #41 Alchemy is abducted by a band of trolls seeking to wreak havoc with Europe's economy by cornering the gold market using Alchemy's powers.

Alchemy seems to like the idea. X-Factor travels to England determined to stop them. Who will succeed? Will Alchemy turn out to be friend or foe? We're not telling, but, Louise Simonson and Art Adams are. Don't miss it!

WOLVERINE PIN-UP GALLERY TO CONTINUE

If you have been picking up the new WOLVERINE series, then you must have noticed those stunning portraits of Wolverine appearing on the book's back cover every month.

The idea, according to editor Bob Harras is to "allow the cream of the crop as far as artists go, to give us their interpretations of Wolverine."

Some of the artists whose work has already graced the gallery are: John Byrne, Bill Sienkiewicz, Kevin Nowlan, and Barry Windsor-Smith. In the future you can look forward to work by P. Craig Russell, John Bolton, Mike Mignola, and a host of other top artists.

Every comics creator has a special work which is uniquely his and for which he will always be remembered. For **Stan Lee** and **Jack Kirby,** it's the **Galactus** Trilogy. For **Frank Miller,** it's the **Elektra** Saga. For **Jim Shooter,** it is Secret Wars. And now Marveldom Assembled is privileged to see another one of these very special works, this one the brainchild of **Ernie Colón**—AX.

AX is a new graphic novel from Marvel and it is entirely a Colón production. Ernie wrote it, penciled it, inked it, lettered it, and colored it. It is the first project that Ernie has ever worked on over which he had such control. That he was given the opportunity to work on this special project is a tribute to the high esteem in which Ernie is held at Marvel. **Tom DeFalco,** Marvel's editor in chief, approved the project based upon a five-minute presentation by Ernie, he was that sure of its success. And boy, was he right!

AX came to life from a simple daydream Ernie had. It involves the story of **Ax,** a member of a simple feudal community. Unknown to Ax or any of the other members of this community, he is special. He is what is known as **the Expected One.** He is imbued with the power to make people understand the consequences of their actions. As Ernie explained it to MARVEL AGE MAGAZINE: "A robber might grab a person as a hostage and say, 'Don't make me shoot her,' and then after he shot her say 'See what you made me do.' Ax relieves people of these self-deceptions." Ax, however, doesn't understand this, and probably never will. He is, as Ernie described him, innocence combined with dynamicism.

Ax's feudal community is not the only community dealt with in the graphic novel. There are two other

races, both dying. These two races are engaged in a struggle which can only lead to mutual destruction. One of these races is a technologically advanced culture. The people of it are dying of a plague which rapidly ages them. This plague was caused by the other race, a race which depends largely on magic. This race has all but been wiped out by the scientific race. The plague started as a result of the desecration of the burial ground of the magic race by the scientific race. Those members of the scientific race who did not agree with police were spared the ravaging effects of the plague. The scientific race seeks Ax desperately because it thinks he is capable of redeeming it. He is, but not in the way they expect. Meanwhile, Ax's community is caught in its own struggle—one between the peasantry of which Ax is a member and the aristocracy which oppresses them.

The results of Ernie's work is breathtaking. It should come as no surprise to Ernie's followers. He is a seasoned professional who has worked in the comics field for decades. He started as assistant to **Ham Fisher** on the "Joe Palooka" strip in the Sunday newspapers, as he terms it, "a long time ago." Ham Fisher committed suicide shortly after Ernie came to work for him ("No reflection on my work," he claims) and Ernie found himself without a job. He went to work for some advertising agencies and hated it. He went to work in some factories and hated it. Then by a fluke he got a job at Harvey Comics doing paste-ups and mechanicals. It was there that he met **Sid Jacobson,** who is the editor of AX. He went freelance at Harvey after a year and was soon drawing the adventures of **Casper, Richie Rich, Little Dot,** and **Little Lotta.** He worked there for 25 years.

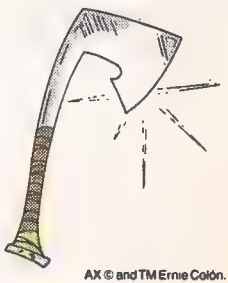
Subsequent to his Harvey work Ernie did some work on CONAN, the last three issues written by Roy Thomas and JOHN CARTER OF MARS. He has also done AMETHYST and THE MEDUSA CHAIN at DC. He is also doing AIRBOY for Eclipse.

Ernie has recently done or is doing some terrific work for Marvel in addition to AX. He has drawn BULLWINKLE AND ROCKY and the ELVIRA movie adaptation. He is currently working on the DAMAGE CONTROL Limited Series.

Ernie was extremely pleased with the cooperation he got from Marvel in developing this project. He found his editor and long-time friend, was extremely helpful in helping Ernie develop the unique mixture of fantasy and science fiction that makes AX so exciting.

AX is a worthy edition to that special group of books that define their creators. Ernie Colón has good reason to be proud.

—Sandy Hausler, J.D.



AX © and TM Ernie Colón.

THE
WAR

now, it seems, *anyone* can be drafted. As the normal order of things continues to break down, panic grows everywhere. Was it the Russians? Will there be more bombs? More death? Is this it? Is the final World War coming? People wonder what they will be doing in the flashing last second of their lives when the missiles are unleashed.

For those who pause long enough to look around them, the world has become a place of nightmare, where the once ordinary concerns of life have slipped away. Now life consists of fear inspired by the newsmen and the talk in the streets and everyone's knowledge that it all had to come to this someday, anyway. Now. . .life is just waiting for the last minute.

At least, that's the way life is now in the New Universe, Marvel's reality-based continuity. And, now that several of its titles have reached the end of their runs, an exciting limited series, THE WAR, is coming in February, written by **Doug Murray** and drawn by **Tom Morgan**, to tie all of the tension and tragedy of their individual narratives together.

THE WAR starts off following two separate storylines that will intertwine into one by the end. In the first, a paranormal fighting force will be assembled to discover which nation was responsible for the annihilation of Pittsburgh. When South Africa is targeted as the most likely aggressor, the force, under the leadership of **Jack Magniconte**, "The All American," goes in covertly to determine if the Pitt was the work of nuclear terrorists. His team will consist of **Pitbull, Blur, Metallurgist,** and **Gridlock,** as well as several new paranormals the creative team is still keeping under wraps.

The second storyline will follow **Nightmask** as he tracks **Blowout** around the world. At first Blowout, a renegade American paranormal with the ability to teleport himself while leaving a devastating blossom of destruction behind, goes on a terrorism free-for-all. He levels a few recruiting stations and one or two national monuments "just for the heck of it." Afterwards, though, he falls under the spell of a Middle Eastern religious leader, a paranormal with dangerously strong mind-control abilities. Nightmask is put in charge of finding and eliminating the AWOL paranormal because he was the one who approved Blowout's psychological examination in the first place.

Howard Mackie, whose current editing credits include IRON MAN, THE AVENGERS, and WEST COAST AVENGERS, is quite happy to be editing THE WAR. He sees the limited series as one of the company's strongest new projects, one he is sure will not be forgotten fast.

"Before the end of THE WAR," explains Howard, "all of the paranormals will become pawns in a vast and deadly political game."

When questioned as to whether or not the series title might be misleading, he responds,

"No. There *will* be a war. The bombs *will* fly. World War III *does* happen. All the super powers get involved, and they do release all of their missiles. But, the results of the war are somewhat different than one might expect. The question is 'Can even the paranormals prevent the destruction of the world?'"

Whether they do or not, the series promises to be a fine piece of work. It is being written by combat vet Doug Murray, whose work on THE 'NAM (not to mention his time spent in Vietnam) makes him a natural for the job. He has already done a considerable amount of research in nuclear terrorism, as well as targeting real-world political scenarios that will work within the New Universe.

"We chose Doug," explains Howard, "because this is a story about war, and I don't think anybody does a war story better than Doug. Besides that, I think this book will show what I've known all along, that he's capable of doing multi-genre writing.

"While this *is* a war story, it's really the best of what Marvel does. It's a war story and it's a super hero story. Doug is handling both aspects of the book quite well."

Doug's story is drawn by relative newcomer Tom Morgan. Tom has handled both penciling and inking chores on CAPTAIN AMERICA, and has most recently been the inker on THE STAR BRAND.

"Tom," Howard tells us, "is one of *the* hot new pencilers coming up in the industry right now. He's really dynamic, and he's really excited about this project. He wants to make this his stepping stone to stardom. He's putting a *lot* of work into it, and I think it's really going to show."

THE WAR Limited Series is being produced in the Graphic Album format (48 pages, no ads), and each issue will cost $3.50. The titles of the four parts, **Mobilization, Confrontation, Retaliation,** and **Aftermath,** give one an idea of what will happen in each volume, but only an idea.

"This is a real war," explains Howard, "the first, *truly* global war. Expect the kinds of changes in this book that would come from the threat of such a conflict, and then during and after it."

The creative team is promising a lot here. Howard assures the skeptical that THE WAR is not going to be just another comic book. The pain, the monstrously horrifying nightmare of a globe-spanning conflict will be presented fully, with all the frightening consequences one imagines must come with such a confrontation.

THE WAR is going to be an exciting, but grim, epic, and also, quite possibly the finest piece of work in all the New Universe. —*C.J. Henderson*

HAPPPPPPY New Year, Heroes!

I know how tough it must have been for you, counting the days, watching the calendar, waiting for MARVEL AGE MAGAZINE #74 to arrive so you can read the latest Soapbox and learn, at last, what my New Year's resolutions will be!

Well, the long wait is over! The world can now stop holding its breath! Here, for the first time, we place in public view the authentic, official, fully documented, unabridged version of my list of resolutions for 1989! Read 'em quickly, they're programmed to self-destruct after 60 seconds!

A SAGACIOUS SERENDIPITY OF RHYMING RESOLUTIONS
Dedicated to the Halcyon Hordes of Marveldom Assembled!

In the fateful year 1989, I hereby resolve to do the following:

Whenever I buy a mini-series
I'll save each copy, untouched, unread.
I won't read the story month by month,
But savor it all at once instead!

I'll keep my Marvels in mint condition.
No ketchup or soup stains on any page.
I'll consider them as rare investments.
To sell at a profit in my old age!

I'll read the stories carefully
Each error to define.
For, sooner or later, I declare
A No-Prize shall be mine!

If ever I meet a Marvel critic,
With taste as dull as fuzz,
I'll be kind and tolerant nonetheless
For he knoweth not what he does!

Whene'er I'm out in public
Carrying a Marvel mag
I'll stand erect and tall and proud
And never slouch or sag!

Sometimes I'll even buy Brand Echh,
Though that may seem bizarre.
But it's the only way to tell
How much better Marvels are!

I'll try to be more modest,
More quiet and humble, too.
And if you swallow that one,
Have I a bridge for you!

* * * * * * * *

Well, I could probably go on all day, but why risk alienating even more readers?

Now, while you're drying your eyes and calming down after the emotional trauma of the last few stanzas, let's discuss another matter of equal inconsequence before signing off.

You've probably heard via the grapevine (by the way, a deluxe No-Prize for any who knows how the expression "grapevine" originated!) that our parent company, New World Entertainment, has sold Marvel Comics! That's right! In keeping with the tradition of American free enterprise, someone made New World an offer they couldn't refuse!

At this point I must interrupt myself to remind you that I'm writing these inspired words in the middle of November, 1988. You'll actually be reading this early in 1989. Our new owners will take possession of Marvel after January 1, 1989, which is your present but it's in my future! If you're still with me, the point is that I can't tell you any more about what our future plans will be because I won't know till January, 1989 (my time), which will probably be March, 1989 your time! It doth boggle the mind!

But, I can promise you this. No matter who owns mighty Marvel, one thing will remain ever constant. You'll always be able to count on your blushin' Bullpen for the best and most exciting stories and artwork, and, as ever, for the most startling surprises!

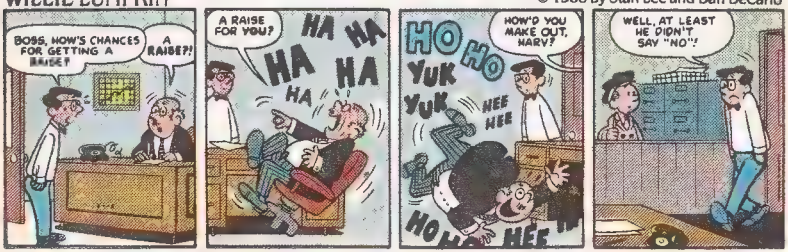
So hang-in there, O Keepers of the Faith! There's a ton of excitement coming your way, and in the wondrous words of **Irving Forbush**, the best lies just ahead!

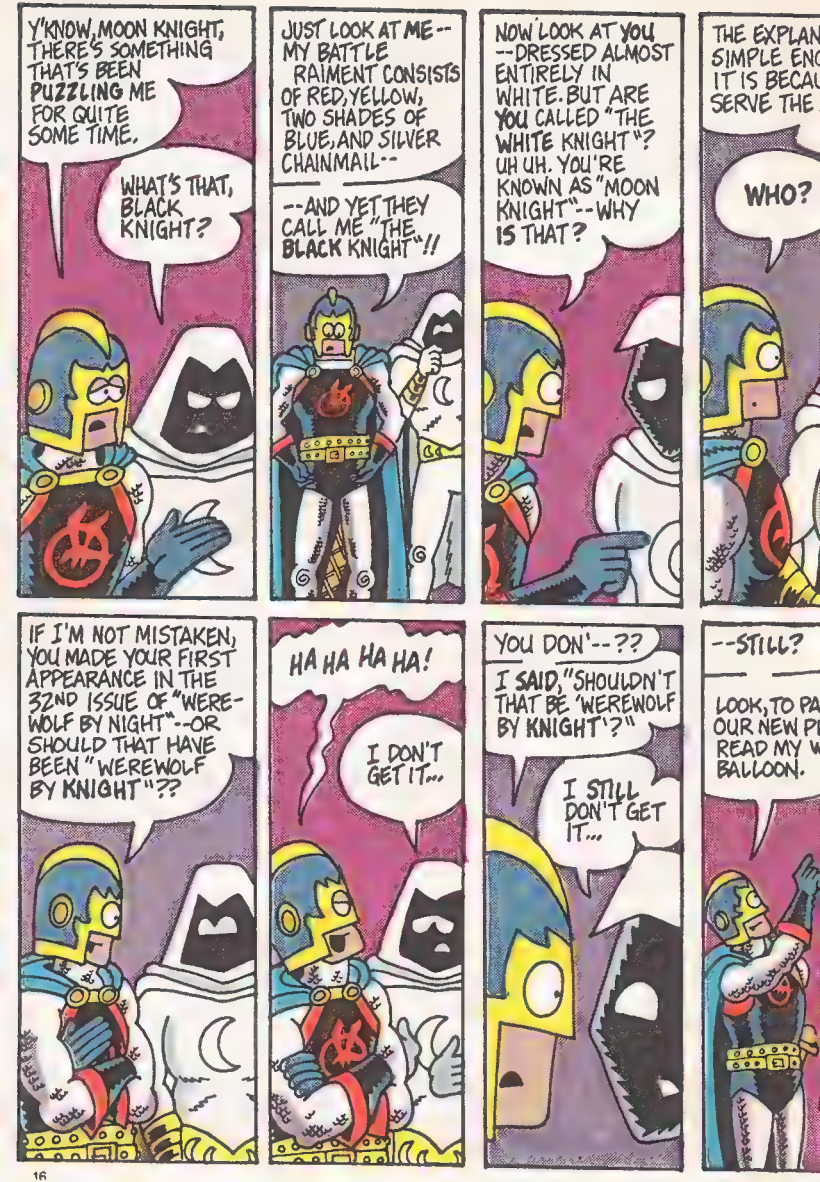
Excelsior!

Stan Lee

WILLIE LUMPKIN

© 1988 by Stan Lee and Dan DeCarlo




Y'KNOW, MOON KNIGHT, THERE'S SOMETHING THAT'S BEEN PUZZLING ME FOR QUITE SOME TIME.
WHAT'S THAT, BLACK KNIGHT?
JUST LOOK AT ME -- MY BATTLE RAIMENT CONSISTS OF RED, YELLOW, TWO SHADES OF BLUE, AND SILVER CHAINMAIL--
--AND YET THEY CALL ME "THE BLACK KNIGHT"!!
NOW LOOK AT YOU. --DRESSED ALMOST ENTIRELY IN WHITE. BUT ARE YOU CALLED "THE WHITE KNIGHT"? UH UH. YOU'RE KNOWN AS "MOON KNIGHT"--WHY IS THAT?
THE EXPLAN SIMPLE EN IT IS BECA SERVE THE
WHO?
IF I'M NOT MISTAKEN, YOU MADE YOUR FIRST APPEARANCE IN THE 32ND ISSUE OF "WEREWOLF BY NIGHT"--OR SHOULD THAT HAVE BEEN "WEREWOLF BY KNIGHT"??
HA HA HA HA!
I DON'T GET IT...
YOU DON'--??
I SAID, "SHOULDN'T THAT BE 'WEREWOLF BY KNIGHT'?"
I STILL DON'T GET IT...
--STILL?
LOOK, TO PA OUR NEW PI READ MY W BALLOON.

ATION IS
OUGH--
ISE I
MOON
GOD.
KHONSHU.
GESUNDHEIT!!
(hee hee--
WORKS
EVERY
TIME!!)
BUT SERIOUSLY, MK,
WHILE I HEAR YOU'RE
GETTING ANOTHER SHOT
AT YOUR OWN BOOK,
ISN'T IT TRUE THAT
YOU DEBUTED IN
ANOTHER CHARACTER'S
SERIES?
THAT'S TRUE,
BLACK KNIGHT.
RAPHASE
RESIDENT,
ORD
I SAID, "SHOULDN'T
THAT HAVE BEEN
'WEREWOLF BY
KNIGHT'?"
Oh. VISUAL
HUMOR.
HA
HA
OOPS! LOOKS LIKE
WE'RE OUT OF
SPACE. THERE'S
JUST ENOUGH
ROOM FOR US
BOTH TO SAY--
-- GOOD
KNIGHT, ALL!

ARENA™

ARENA © and TM Bruce Jones.

"I'm just trying," says **Bruce Jones**, writer and artist of ARENA, "to tell an adventure story about real people in real situations. Very realistic and gritty. Except for the dinosaurs."

Bruce is known for his realistic fantasy and suspense stories for other companies and for his writing of the KA-ZAR, THE SAVAGE series. Now he is doing a special graphic novel for Marvel.

ARENA is the story of a young divorced mother and her daughter taking a little trip to the Midwest. It's sort of like DELIVERANCE, except with women instead of a bunch of macho men. And the women have to fight off incredible monstrosities from the past, as well as a bunch of hillbillies with shotguns. The adventure starts when **Sharon**, the mother, stops their Mustang car by the Lake of the Ozarks, one of the most scenic spots in the U.S.

Inspired by the beauty of the spot, Sharon decides to take a look around. And feeling a bit grungy after a long day driving, takes the opportunity to rinse off in the sparkling waters of the lake.

As she does se, the calm is broken by the appearance of an odd sort of aircraft. An aircraft that disappears just over the trees.

Sharon rushes for her car, intent on helping any survivors of what must be a terrible crash, she is unaware of other eyes, lustful eyes watching her.

Sharon quickly reaches the 'crash' site, but **Lisa**, her daughter, who is spoiled and still sulking over the divorce of her parents, quickly loses interest. Sharon, however, presses on and finds that the aircraft is there—it has landed among the trees. And its pilot is climbing calmly out.

But for some reason Sharon can't see the pilot.

It seems that the plane has fallen through a time slip, and although Sharon and the pilot are right next to one another in space, they're separated by a layer of several years in time. It's a paradox, but that's what time travel is all about.

The pilot needs help, and Sharon is willing. She leads the pilot toward her 'antique' Mustang, planning to use the car's battery to jump start the crippled plane.

As they pass through the woods, Sharon hears the snap of a large form passing through the underbrush, and the pilot *sees* what must be the cause.

It is a dinosaur.

The time slip is widening, bringing more and more of the past and future together.

But Sharon doesn't see the dinosaur, or hear the explanations. Sharon is in a different reality. In her reality, the sound has been made by an approaching backwoodsman, a hillbilly who liked what he saw back at the lake.

Sharon is about to be kidnaped, raped, and murdered.

Writer Bruce Jones explains:

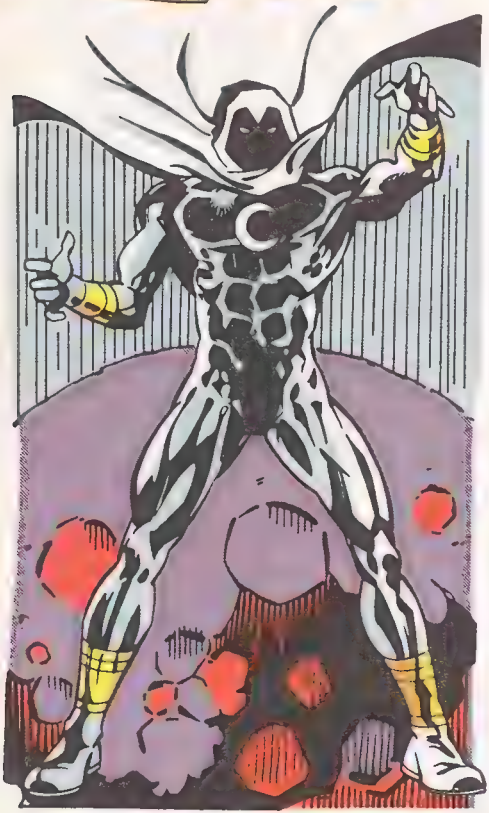
"Now it becomes a rescue story. The little girl has seen her mother kidnaped. The pilot realizes that she remembers the incident from her youth, and when she finds a photo of Sharon in the car she realizes the truth. She and Lisa are the same person, separated by time.

"They now have a chance to change history, to rescue their mother before she gets killed.

"But they have to do it before the time gate closes, so the adult Lisa can escape into her own time. And they have to do it while dodging dinosaurs and cavemen and all kinds of dangerous stuff."

—Doug Murray

Marc Spector: Moon Knight™



He's back!

No longer is he gliding high above the streets and alleyways of the West Coast. No longer is he the vessel for an ancient god.

Who are we talking about? Who else could it be but that nocturnal nemesis of evil, **Moon Knight!**

Lately, Moon Knight's been spending most of his time as one of the WEST COAST AVENGERS. But before you know it, he'll be returning to solo action when the all-new MOON KNIGHT series debuts at a comics specialty shop near you!

Years ago, Moon Knight was just **Marc Spector,** an ordinary mercenary lending his strength to other countries' wars. But when he was double-crossed by a fellow merc named **Bushman,** Marc used the last of his strength to crawl into an ancient Egyptian temple. There, the spirit of the Egyptian moon god, **Khonshu,** revived him, and donning Khonshu's cloak, Marc Spector became Moon Knight!

One of the things which set Moon Knight apart from other costumed heroes was that he used not one, but three secret identities! Marc Spector, cabbie **Jake Lockley,** millionaire **Steven Grant. . .**each was a different name for the same man. But after a while, the multiple identities began to take their toll—the hero's sanity was stretched to the breaking point when all three personalities tried to take control. But the crisis was resolved in an unexpected way when Khonshu's spirit possessed Moon Knight's body!

When you add it all up, Moon Knight's life has gone through some pretty drastic changes over the years. And according to MOON KNIGHT editor **Carl Potts,** the new series promises to hold quite a few changes of its own! "The tone of the series goes back to the original MOON KNIGHT," Carl says. Unlike the recent emphasis on Moon Knight's more mystical side, the new series is a return to "pretty straight, hard-hitting action—adventure stories with an occasional bit of mystery, some suspense, and a bit of romance. It's an old-fashioned, straight adventure series that happens to feature a non-powered hero."

And considering the current success of other non-powered heroes, such as the **Punisher** and **Daredevil,** Carl's got high hopes for MOON KNIGHT! "I've always kind of liked Moon Knight," he says. "He's a little closer to being a traditional Marvel hero than the Punisher is. He's sort of the step between the Punisher and **Spider-Man;** he'll use deadly force when necessary, but he's not as ruthless as the Punisher is." (In fact, we'll soon be able to see the differences between the characters for ourselves. There are already plans for Moon Knight to meet up with the Punisher, Daredevil, and Spider-Man over the course of the next year or so!)

Once Carl decided on the feel he wanted MOON KNIGHT to have, he assembled a creative team which was well-suited to the gritty, street-level focus of the series. And so he turned to scripter **Chuck Dixon,** whose recent work for a number of comics companies (including current stretches on ALIEN LEGION and THE SAVAGE SWORD OF CONAN) has won him quite a bit of acclaim in recent years. Next, Carl wanted artists who'd be

well-suited towards MOON KNIGHT's hard-hitting action, so he turned to PUNISHER penciler, **Sal Velluto** and ALIEN LEGION inker, **Mark Farmer**. "Sal's been doing a variety of jobs for me, including some issues of THE PUNISHER, and his ability has grown very quickly," Carl explains. "He's doing a good, bang-up job, and Mark is one of the better inkers in the business."

With the creative team in place, Carl and Chuck sat down with Marvel editor in chief **Tom DeFalco**, and executive editor **Mark Gruenwald**, to plan out some directions for the series. "I realized we were all in agreement about what we liked about Moon Knight," Chuck recalls. It wasn't long before the directions and tone of the series were set in place.

But what *are* those directions?

Well, actually, if you've been following WEST COAST AVENGERS lately, you've already seen some hints when Moon Knight renounced the spirit of Khonshu and regained control over his own body. But freeing his mind (and returning to his original costume in the process) is only one part of the return to Moon Knight's roots. The new MOON KNIGHT series echoes the original in a lot of respects, but quite a few twists have been thrown in! As the new series opens, Moon Knight has returned to the New York mansion he lived in as Steven Grant, but he's returned as millionaire Marc Spector instead! Marc has overcome the crisis of his multiple personalities, and while Moon Knight will still make ample use of his skill as a master of disguise, his problems with Steven Grant and Jake Lockley are things of the past. Marc's old friend and pilot, **Frenchie**, is back too, but he's completely redesigned and revamped the old Mooncopter so that it's even more high-tech than before. And you can imagine Marc's surprise when after months of separation, his old girlfriend, **Marlene**, suddenly appears at the door — especially when Marc has to explain the gorgeous cook he hired while she was gone!

But with the return of old friends comes the return of old foes as well. The series kicks off with the reappearance of the man indirectly responsible for Marc's becoming Moon Knight in the first place—the ruthless mercenary, Bushman! The thing is, Bushman isn't just a mercenary anymore; in the time since we last saw him, Bushman has become general of the army and president for eternity of the African country, Burunda! And now that he's got the power of an entire country on his side, Bushman's out to take revenge against Moon Knight once and for all! "Bushman abducts Marlene to get Marc to do what he wants," Chuck

explains. "He's tormenting Moon Knight to get him into a confrontation, and finally, Moon Knight goes to Africa to fight him."

Moon Knight's trip to Africa will be anything but a vacation. And when he finally returns to New York, he's going to find still more danger waiting for him at home! As Carl told us, "issues #4 and #5 feature the return of another old Moon Knight villain in a new guise." Which villain is it? Cagey Carl decided not to say, so we'll just have to wait and see. But he did reveal that the story guest stars Spider-Man's old partner-in-crimefighting, the **Black Cat**. Of course, considering that neither the Black Cat nor Moon Knight is the most lily-white hero around, it's anyone's guess which sides the heroes will be on!

Chuck's enjoying the opportunity to bring back some of his favorite Moon Knight enemies, but he's planning to introduce a bunch of new ones as well. After all, he chuckles, "so many of Moon Knight's villains died, it's hard to bring them back!" And besides introducing new major villains, Chuck is planning to explore what goes on behind the scenes at the bad guys' lairs as well. Ever wondered where criminals get their sophisticated computer equipment? You'll learn the answer when you meet the **Glitch Brothers**. . .and they're nothing like any villains you've ever seen before! Chuck describes them as "freelance computer mercenaries. They're both real nerdy — their only costumes are identical Hawaiian shirts! They're as off-beat as possible."

All in all, it sounds like Chuck's having a great time working on MOON KNIGHT. "I'm real pleased with the freedom I'm enjoying," he says. "I feel like I'm part of a team. And Sal's pencils for the first two issues are gorgeous; he's an excellent draftsman and good with expressions. He's doing a great job.

"I'm looking forward to a long run on the series."

To tell you the truth, Chuck, so are we.

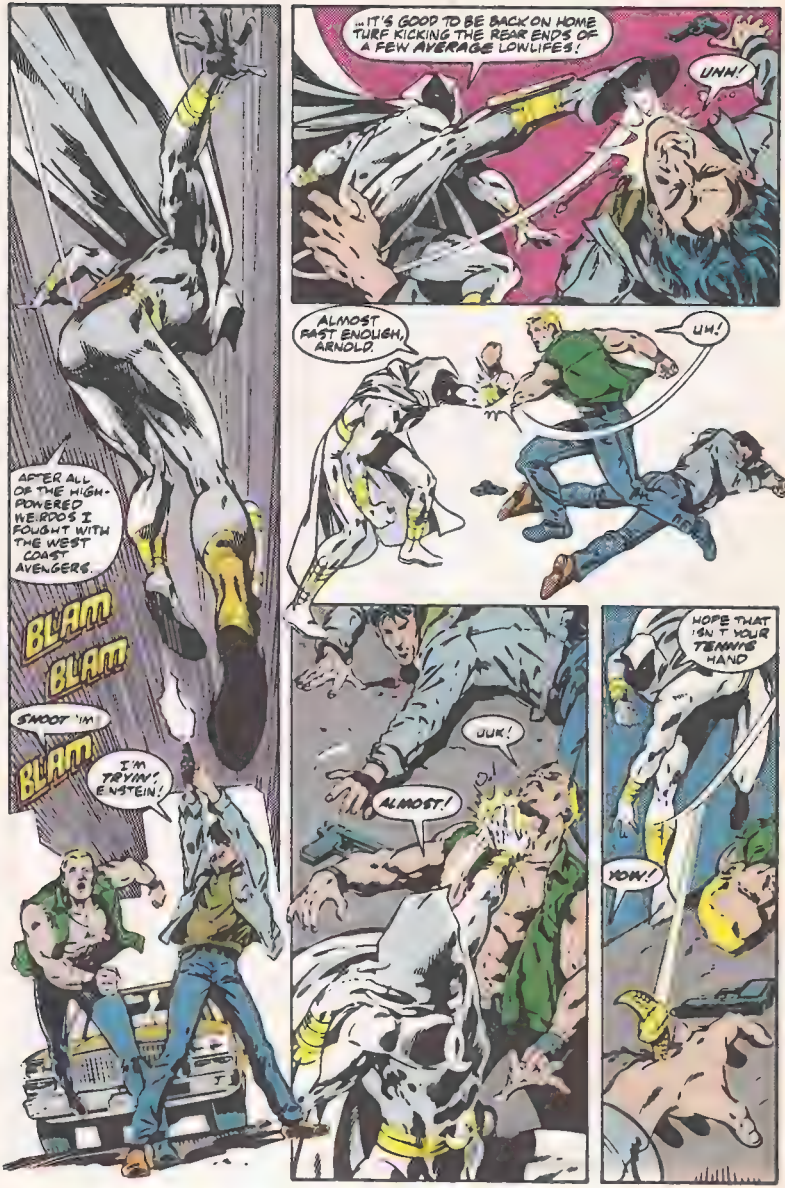
— Shelly Fisch

THE MOON KNIGHT. PREVIEW

THREE IN THE MORNIN' AND SHE RUNS OUTTA DIAPERS
THANK THE LORD FOR THESE TWENTY FOUR HOUR TELLER MACHINES ANYWAY.
SHEESH SHE WAS JUST AT THE STORE TWO DAYS AGO
HOW COULD SHE FORGET DIAPERS?
I'D BETTER TAKE OUT...
UH?
BETTER TAKE OUT THE MAX, M MAN
DON'T STAND THERE LOOK'N STUPID M MAN HIT THE WITHDRAW BUTTON AND TAKE OUT SOME CASH
SPAK
LOOKS LIKE M MAN MIGHT NEED A DIAPER HIMSELF!
I...
AND YOU TWO NEED A LEASH.
OH
AWU..?
EEZE

YOU DON'T SEEM VERY GLAD TO SEE ME.
IT'S A GHOST!
GLP

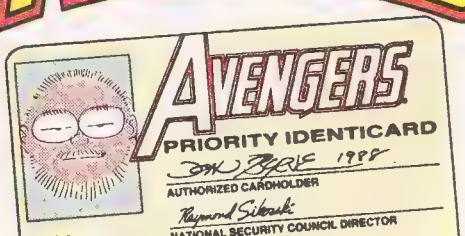
I'VE BEEN AWAY TOO LONG. YOU GUYS DON'T EVEN RECOGNIZE ME.
IT AIN'T ALMOST OVER 'TIL IT'S OVER!
BUT IT SHOULD BE OVER!
New Moon


...IT'S GOOD TO BE BACK ON HOME TURF KICKING THE REAR ENDS OF A FEW AVERAGE LOWLIFES!
UNH!
ALMOST FAST ENOUGH, ARNOLD.
UH!
AFTER ALL OF THE HIGH-POWERED WEIRDOS I FOUGHT WITH THE WEST COAST AVENGERS.
BLAM
BLAM
SMOOT 'IM!
BLAM
I'M TRYIN', EINSTEIN!
UUK!
ALMOST!
HOPE THAT ISN'T YOUR TENNIS HAND
YOW!

HEY PAL. YOU GOT SOMETHING I CAN GIFT WRAP THESE RETREADS IN?
UH I GUESS.
YOU'RE MOONBEAM, AREN'T YOU?
MOON KNIGHT, PAL.
I HAVE BEEN OUT OF NEW YORK TOO LONG.
WILL THIS DO?
LIKE A CHARM
THE COPS SHOULD BE HERE SOON. I RADIOED THEM BEFORE DROPPING IN. SO JUST SIT TIGHT, OKAY PAL?
S-SURE.
THERE THEY ARE NOW. TAKE IT EASY, CITIZEN.
UH
...YEAH I GUESS.
WEEOOO WEEOOOO
WEEOOOO

DON'T MISS THE FIRST ISSUE OF *MOON KNIGHT*—ON SALE SOON!

JOHN BYRNE JOINS THE AVENGERS



With issue 305 **John Byrne**, who has already taken on the jobs of writer and penciler for THE WEST COAST AVENGERS, will become writer of the original AVENGERS series as well. John's arrival on THE AVENGERS will mark a new phase in how the two teams are run. No longer will there be a "base team" with a fixed membership on both the East and West Coasts. From now on, any of the many characters who have ever been **Avengers** will be available for missions with either the East or West Coast Avengers teams. John and AVENGERS editor **Howard Mackie**, compare the way the Avengers will now be run to the TV series, MISSION IMPOSSIBLE: for each separate mission the team leader on each coast will select the available Avengers who are most qualified for this particular assignment.

John explains, "**Captain America** calls together anyone who's ever been an Avenger, and says, 'Enough of this base team stuff. We're going to have everyone on call all the time.' And everyone who was ever an Avenger says, 'Okay, we'll do what we can.' That includes **Reed** and **Sue (Richards**, who will be rejoining the **Fantastic Four**) and the **Beast** (a founder and current member of **X-Factor**), "who, after all, have been Avengers in addition to being members of other teams.

"There'll be characters who appear pretty much every issue (in one of the two series), like Captain America and **Thor** on the East Coast, and the **Scarlet Witch** and the **Vision** and probably **Wonder Man** on the West Coast. But for the most part everybody's going to be shopping around all over the place. The **Black Panther** will turn up in the West Coast Avengers, and the Vision may be going back to the East Coast group for a while, or perhaps for the foreseeable future. So we'll have guys from both teams jumping around between the East and West Coasts," John says. "I'll crowd (one of the two books) every once in awhile. The first issue that I've plotted of the regular AVENGERS book has, I think, something like twenty-seven characters in it—including everyone who has been an Avenger who is currently available for service with the organization."

What is the difference, then, between the two AVENGERS books? "Well, the major difference will be that there will be different artists," John says, laughing, adding, "and I will be using different central characters. There won't be a great deal of difference, except I won't be doing the same storylines (in both books). For the most part, I won't be doing crossovers between the East Coast and West Coast books. There will be no more than one crossover story a year. Maybe," John says. "Tops. Might not even be that. The West Coast guys do make an appearance in the first issue for this great meeting of all the members, and in the third issue, only because it takes place the same day in Marvel time. But it's not a crossover by any stretch of the imagination. It's more on the order of a guest appearance."

"So, essentially, THE AVENGERS will be bi-weekly, except it'll have different storylines in each book." Howard adds that having one writer on both AVENGERS and WEST COAST AVENGERS "will make the books more cohesive" and "make coordination between the two books much easier."

John plans to consult with his artists as to which Avengers they would like to have appear in the book, and take their recommendations into consideration. After all," he explains, "it's up to the artist to have fun with these things."

John's policy about Avengers villains is much the same as his policy on which heroes will appear in the book: Once an AVENGERS villain, always an AVENGERS villain. "I'm going to say that anyone who first appeared in THE AVENGERS is an Avengers villain who can be used there, like **Kang the Conqueror**." John also intends to use villains who have not battled the Avengers before.

The first antagonists he is using first appeared en masse in one of the very earliest issues of THE AVENGERS. "I'm bringing back the **Lava Men**, who are old funky favorites of mine." The Lava Men are a subterranean race who, as their name implies, can generate tremendous heat from their bodies, "And that," John continues, "as it turns out, grows out of something that happened in 'Inferno.' The story is about how most of the Lava Guys have fallen down dead in a very short amount of time recently, and it is because of something the Avengers did, although the Avengers were totally unaware of having done it. And it has to do with the origin of the Lava Men as stated in THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE. So that's why it's a tie-in with 'Inferno,' because it has to do with demons.

"And then that will probably lead into something with the **Eternals**, because I want to deal with **Gilgamesh** and all that stuff **Walt** left me with." Walt is, of course, **Walt Simonson**, the previous regular writer on THE AVENGERS, who introduced the monster-slayer, Gilgamesh, also known as **the Forgotten One**, into the team. Gilgamesh is a member of the Eternals, a race of immortal super powered beings who were created by legendary Marvel artist **Jack Kirby** in the 1970s. "I think

Tigra becomes more feline in THE WEST COAST AVENGERS.

the Eternals are kind of funky," John says, "so I'll see what I can do with them. I don't know exactly what I'm going to do with them yet, but it's going to grow out of the fact that Gilgamesh is going to get very seriously stepped on in the Lava Men story, and the Avengers will be contacting his home base to help him." The **Deviants**, the grotesque race that have been opponents for the Eternals for millennia, and who originally created the race of **Subterraneans**, from which the Lava Men sprang, will probably also be turning up.

"That ought to cover at least the first eight issues. The Lava Men is a three-parter, at least. Beyond that, I would imagine the Eternals would kill at least three issues, and if I do throw in the Deviants, that's good for another couple of issues."

As for subplots, John says, "The stepping-on of Gilgamesh will be set up as a subplot. There will also be a running subplot with **Quasar** for as long as he's hanging around. He's sort of feeling like a fifth wheel, because he is the new kid on the block, and the way I'm thinking of playing him, he has a hard time finding anything to do, because he's just not that good at it yet.

"Above and beyond that, there'll be some stuff with **She-Hulk**. She'll be a fairly regular character, I think, mostly because I want to prove to the world I can write her two ways: I can write her straight and I can write her less straight," or in other words, in straight adventure stories in AVENGERS and in weird comedy adventures in the brand new SHE-HULK book.

As for WEST COAST AVENGERS, John reports that "I'm doing a fairly major mutant storyline involving the Scarlet Witch and the Vision, which begins in issue #47." Somebody is after the Scarlet Witch "because she's a mutant. It's nobody we've ever seen before, though"—here John's voice takes an ominous tone—"it's a character or characters who've been around a very long time."

The original **Human Torch**, who first appeared in comics fifty years ago, turns up in WEST COAST AVENGERS with issue #50, appropriately enough, and he will be staying with the team through his anniversary year.

Next comes a storyline concerning **Iron Man's** return to the Avengers, which is not as simple a matter as one might first think. "The return of Iron Man is going to have to be a major storyline in itself because of some of the complications," John explains. As a result of the "Armor Wars," in which Iron Man engaged in illegal activity in order to destroy super villains' battlesuits incorporating some of his own technological secrets—and even accidentally killed one of them—Iron Man was expelled from the Avengers. Subsequently, **Tony Stark**, who is secretly Iron Man, led the general public to think that the original Iron Man had been killed, and that there was now a new Iron Man. But the Avengers know that Tony Stark was the original Iron Man and that Stark is still alive. So when this "new" Iron Man applies for membership with the Avengers, John says, "We don't know whether they know it is (Stark), or whether they would automatically assume it is." If not, will they suspect it is Stark? And if so, what will they do about it?

"After that," John continues, "if all goes according to plans, will be a story involving survivalists in the Great Redwood Forest, which will feature **Toro's** wife and offspring." As longtime Marvel fans know, the now deceased Toro was the human partner of the original Human Torch. "I haven't decided on the gender of the offspring yet, but it'll probably be a teenage daughter. And that will feature a familiar Marvel villain, who has been around for quite a long time, although not as long as the unnamed previous villain."

The **US Agent**, otherwise known as **John Walker**, who recently and temporarily took over the role of Captain America from the original, **Steve Rogers**, will have joined the West Coast Avengers with issue #44, and he will continue to come in and out of the book, causing trouble in various ways. "**Tigra** will also be moving in and out of WEST COAST AVENGERS," John states, "becoming more and more feline. I'll be continuing with the mess that I've dropped Wanda and the Vision into." The android Vision has become much more robot-like, with severe repercussions for his marriage to the Scarlet Witch. "I'll do some subplotty stuff with Wonder Man. On the West Coast, Hawkeye and **Mockingbird** will be getting back together, and **Henry Pym** and his former wife, the **Wasp**, will be trying to determine the state of their own relationship. They're sort of drifting around each other in funny ways," John says. "The Wasp will also be getting a new look, or to be more precise, an old look made new again. In the latest issue I've given her a variation on one of her oldest costumes, just to be funky, with the funny little 'hat.' It doesn't have a point on it this time; I thought that was a bit much. But still, the look is much the same as it was back in the early sixties. You know, with the big cowlick of hair sticking out the front. You know, the Wasp!"

John adds that "There'll probably be at least a cross-continuity if not a crossover with X-FACTOR since I'm doing an X-FACTOR fill-in," as both writer and penciler. "What was going to be a guest appearance by the Beast (in WEST COAST AVENGERS) may turn into that story. That's down the road a little."

John has no plans to add yet more members to the Avengers, aside from US Agent and the original Human Torch joining the West Coast group. "There's nobody left, really," he explains. "There are **Daredevil** and **Spider-Man**, but I don't see them in the Avengers, somehow. Just about everybody who is anybody in the Marvel Universe is in the Avengers."

THE AVENGERS, of course, is one of the Marvel series created by Marvel founding fathers **Stan Lee** and **Jack Kirby** and has featured many classic stories over the decades. Asked if he feels any trepidation about taking over a series with such a grand tradition, John Byrne says, "Yeah, it is the Avengers. Yeah, it is a little bit scary." But AVENGERS editor Howard Mackie looks forward to 'a new age' for THE AVENGERS and THE WEST COAST AVENGERS with John Byrne at the writing reins. "John will be doing the big cosmic storylines that THE AVENGERS should have. The Avengers are the 'World's Mightiest Heroes' and John will show that."

—Peter Sanderson

THE MARVEL® AGE OF COMICS —1978 (PART V)

The **Fantastic Four** returned to Saturday morning TV in 1978—or did they? **Reed**, **Sue**, and **Ben** were there, certainly. In place of the **Human Torch**, though, was a tiny flying robot named **Herbie**! The Torch had been replaced out of network fears that little kids might set themselves on fire to emulate him!

In their own book, the FANTASTIC FOUR faced division, as well. Reed, having lost his powers to middle age, had dissolved the team! Even the attack of the **Plunderer** as they moved out of the Baxter Building didn't pull them together. A series of solo exploits followed: Johnny met the **Texas Twister**, Ben encountered **Darkoth** and **Diablo**, and Sue teamed with **Sub-Mariner** against the **Retrievers**. The **Invincible Man**—really **Dr. Doom**—captured the FF, and Reed restored his stretching powers to go after Doom and save the team. Doom's master plan involved his "son"—a clone of himself—for whom he sought to steal the powers of the Fantastic Four. And through a hypno-ray at the United Nations, Doom nearly succeeded in conquering the world! But the **Marv Wolfman/Keith Pollard** 200th issue climax pitted Reed against Doom one on one, and the Latverian ruler was driven mad in defeat. The FF was reborn, just in time to greet the **Mole Man** for their 1978 Annual.

While the FF was splitting up, the DEFENDERS had more members than they knew what to do with! First, the origin of the **Red Guardian** was detailed as she fused with the nuclear being known as the **Presence**. The **Valkyrie** dueled **Lunatik**, and **Ms. Marvel** guested to help defeat the plans of **AIM**. Then **Doctor Strange** returned to helm the team against **Vera Gemini** and the **Agents of Fortune**, in a three-issue tribute to the imaginations of the rock group, **Blue Oyster Cult**! **Devil-Slayer** figured heavily in this action, and **Hellcat** won from him her shadow cloak! But the year's climax came when the non-team's "friend," **Dollar Bill**, invited anyone to become a **Defender**—and *everyone* showed up! From **Hercules** to the **Falcon** to **Havok** to **Tagak, the Leopard Lord**! The membership madness was resolved as the army of heroes battled an army of villains out to call themselves Defenders, but chaos was the key word! Just to prove that anyone could turn up in this book, the next guest star was **Millie (the Model) Collins**! But as the year dwindled away, the Valkyrie took over the spotlight: the war between her Asgardian persona and the spirit of **Barbara Norriss** was strengthening, and **Hela** called upon her to help defeat the new tyrant of Valhalla, **Ollerus the Unmerciful**! And guess who she took along as teammates?

Unpredictable teams were also a theme of MARVEL TWO-IN-ONE, as the **Thing** met **Skull the Slayer** and helped him wrap up the loose ends of his late, lamented series. **Matt Murdock** appeared to defend Ben in court, when the **Mad Thinker's** ultrasonics made the **Thing** a public menace that only the extra help of the **Vision** could save! The **Black Panther** and **Brother Voodoo** assisted Ben against a flock of vampires, and **Captain America** and the **Man-Thing** were on hand for the introduction of **Project Pegasus**, and the chase for the Cosmic Cube! Hercules, **Captain Marvel**, and the **Hulk** provided playmates for the tail end of the year, against **Manduu**, the **Skrulls**, and a Hollywood special effects picture gone berserk! THE MARVEL TWO-IN-ONE ANNUAL, finally, paired Ben with **Nova** against the alien scourge of the **Monitors**.

More super-pairs were the stuff of MARVEL TEAM-UP, many in **Chris Claremont/John Byrne** tales that have recently been reprinted in MARVEL TALES. Captain Marvel and **Spider-Man** bested **Arcade**; **Tigra** and Spider-Man trounced **Kraven the Hunter**; and Man-Thing and Spider-Man defeated **D'Spayre**. Spidey had help everywhere: **Havok** and **Thor** signed on against the **Living Monolith**, the **Falcon** assisted against the **Piantman**, **Iron Man** lent a hand against **Whiplash**, and **Daredevil** helped do in the **Owl**. But before the year ended with an urban exploit featuring **Power Man**, and a mystic epic featuring Doctor Strange and Ms. Marvel, the strangest team-up of all debuted: Spider-Man and the **Not Ready For Prime Time Players**! Yes, **John Belushi, Dan Ackroyd**, and the whole squad of Saturday Night Live comedians helped Spider-Man foil the schemes of the **Silver Samurai**!

Speaking of Claremont and Byrne, their efforts continued in X-MEN, taking

the book to much-deserved monthly publication at last. As we've seen in CLASSIC X-MEN, **Weapon Alpha (James Hudson)** appeared to seize **Wolverine** back to Canada! **Warhawk** turned the Danger Room against the team in a **Tony DeZuniga** drawn fill-in issue, and then **Mesmero** made circus freaks of the team! Their subsequent "rescue" by **Magneto** made the mutant adventurers work together as never before, but their cataclysmic escape seemed to leave only the **Beast** and **Jean** as survivors! The rest of the team, unbeknownst to the world, had been hurtled to the Savage Land, where they helped **Ka-Zar** save the primitive paradise from the mad plans of **Garokk, the Sun-God!**

Busiest team of '78, though, had to be THE AVENGERS. In a multi-part epic by **Jim Shooter** and **George Perez** that set the pace for all giant super hero crossovers of the future, the **Avengers** starred in "the Michael Saga," the chronicle of the evil **Korvac's** evolution into a man-god who was out the remake reality in his image! While **Henry Peter Gyrich** distracted the team by saddling them with government regulations, Michael defeated **Starhawk** and the **Guardians of the Galaxy**, and went about planning his takeover of the universe! The return of **Jocasta**, Ms. Marvel, the **Black Widow**, and **Hawkeye** kept the group's number strong as they were kidnaped by the **Collector** to battle Michael's betrothed! **Carina** turned out to be the deadliest threat of all—for when the team scored on a fluke and defeated Michael, Carina's guilt over his defeat made her turn and use Michael's power to kill the Avengers! With his dying breath, Michael returned the spark of life to the assemblers, and **Don Blake** and **Moondragon** were left to nurse them back to health! Skirmishes against the **Eternal Man** and **Tyrak**, and a solo tale for the Beast, completed the year, and the AVENGERS ANNUAL guest-starred Doctor Strange, **Thundra**, and Ms. Marvel in a no-holds-barred battle against **Dr. Spectrum**—a villain who was actually one of the Avengers themselves!

Captain America was an Avenger who saw double duty with **Roy Thomas's** wartime epic, the INVADERS, but he wasn't the only one! Thor appeared to battle the Allies' super heroes, as a pawn mystically controlled by **Adolf Hitler**! Cap, **Subby**, the Human Torch, **Union Jack**, and **Spitfire** were also confronted with danger by the **Scarlet Scarab**, the **Teutonic Knight**, and a Nazi **Frankenstein Monster**! **Bucky** and **Toro** recruited the **Human Top** and **Golden Girl** to form the **Kid Commandos**, and thus trounce the redoubtable **Agent Axis**. And the **Liberty Legion** stepped on board as the plans of **Iron Cross** threatened liberty everywhere.

Two super-teams had just one issue published in 1978 before going to their last reward. The last hurrah of the CHAMPIONS came against a phalanx of **Sentinels** controlled by the **Vanisher**, while **Ikaris**, star of **Jack Kirby's** ETERNALS, battled **Druig** to protect the secret of the Pyramid of the Winds. Nothing's secret forever in the Marvel Universe, though; the threads of the saga would be picked up years later in the ETERNALS Limited Series!

And so 1978 comes to a close, and we set our sights on 1979—a year that took the super-teams we've just reviewed to further heights of excitement, not to mention presenting the premiers of series such as THE MICRONAUTS, ROM, and BATTLESTAR GALACTICA! We'll start the history anew—next month!

—Brian Nelson

MARVEL® COMICS PRICE GUIDE

Sure, there are reprints of some of these stories to save your wallet—but suppose you're a completist, and can't live without the original editions of the fabulous action-tests we covered this month! What do you do? Check your local phone book for Used Books, and you'll probably find a comics specialty shop that will charge you something like the prices listed below—which we've culled from our perennial source, **Robert Overstreet's** THE COMIC BOOK PRICE GUIDE #18. But remember this is only a guide. Actual prices may vary, and should be even less for copies in fair or poor condition.

	CONDITION		
	Good	Fine	Mint
■ **AVENGERS**			
167-170, ANNUAL 8	.35	1.10	2.20
171-178	.30	.85	1.70
■ **CHAMPIONS**			
17 (Byrne art)	.50	1.50	3.00
■ **DEFENDERS**			
55-66		.40	.80
■ **ETERNALS**			
19		.25	.50
■ **FANTASTIC FOUR**			
190-199		.60	1.20
200	.55	1.60	3.20
201		.50	1.00
ANNUAL 13	.25	.80	1.60
■ **INVADERS**			
24-35		.25	.50
■ **MARVEL TEAM-UP**			
65-70 (Byrne art)	.45	1.25	2.50
71, 72, 76		.50	1.00
73, 74		.40	.80
■ **MARVEL TWO-IN-ONE**			
35-40	.25	.70	1.40
41, 42, 44-68, ANNUAL 3		.50	1.00
43 (Byrne art)	.45	1.25	2.50
■ **X-MEN**			
109 (1st Vindicator)	4.70	14.00	28.00
110, 111	3.00	9.00	18.00
112-116	2.65	8.00	16.00

ATTACK OF THE KILLER FAN MAIL

Send your letters to: MARVEL AGE MAGAZINE, c/o Marvel Entertainment Group, Inc., 387 Park Ave. South, New York, NY 10016

Attention correspondents: All letters to be considered for publication must include your name and address though we will withhold that info on request!

It's Halloween as we're writing this column, so we've got a slightly spooky title this time around, thanks to Josh Gallaway of Waverly, TN. Thanks a lot, Josh! But you know, with a title like that, we're almost afraid to look at the letters that follow it!

Okay, okay, don't push, we're going. . .

Oh, wait a minute. We can't start yet! We still have to remind you all that we need a groovy new title for this column every single month. So if you've got an idea you've been mulling over for the last decade or two, send it on in! If we use your idea, we'll even print your name in this space as our way of saying "thanks." Hard to believe that you can still find such courtesy and service in this day and age, isn't it?

Well, guess it's time to whistle a happy tune and courageously face our first letter without a trace of anxiety or fear.

Anybody mind if we leave the lights on tonight, though?

Dear Marvel,

What would a person have to do to become a Marvel Zombie?

Eric Branson
1230 E. Huffaker
Reno, NV 89511

"Zombies"? *AHEEE!*

Oops. Sorry about that, Eric.

So you want to be a Marvel Zombie? Well, the first thing you have to do is wait for a full moon. Then you get an elderly voodun to invoke the power of Dambulu, the chicken god and. . .

Oh, all right, we'll give you a straight answer for a change. All you really have to do is read and enjoy Marvel Comics. And that means you're probably a Marvel Zombie already, Eric. Welcome to the ranks of the walking dead!

Dear MARVEL AGE MAGAZINE,

I have a question: Will the old WHAT IF---? series ever be started up again? I really hope so because it was a great comic. I've gone to my local comic book store and bought some back issues since I haven't been collecting long enough to get them when they first came out, and they were fantastic. I really hope it becomes a regular comic again.

Eric Warner
7720 Spencer Rd.
Glen Burnie, MD 21061

Here's a question for you, Eric: What if. . .we granted your request and brought back WHAT IF---? You'll know the answer next month when we report on the all new 1989 model WHAT IF---? right here in MARVEL AGE MAGAZINE.

Dear MARVEL AGE MAGAZINE,

If the **Invisible Woman** turned a light bulb (which is on) invisible, would it shed any light? Please answer this question, since I've always wondered about it.

Aaron J.L. Lea
201 Henderson Ln.
Longview, TX 75601

That's an awfully interesting question you've asked, Aaron, and to tell you the truth, it started quite a debate among a bunch of us here at Marvel! Everybody came up with a different answer (not to mention good reasons for supporting it), but in the end, we decided to ask FANTASTIC FOUR assistant editor, Marc Siry.

According to Marc, the answer is yes, it would shed light. You might not be able to see where the light was coming from, but since the Invisible Woman's power doesn't affect the properties of the things she turns invisible, it would still give off the same amount of light.

Now, in return, here's one for you to ponder: If Angar the Screamer was alone in a forest and no one else was around, would he make a sound?

There's that telltale yellow again! That either means we should brush our teeth, or it's time for our LETTER OF THE MONTH! And you know how we pick our Letter of the Month, don't you? We just put our lips together and blow.

No, no, actually, we sort through our huge sacks of mail each month and pull out one or two letters that we think will be of even more interest than usual to Marveldom at large. Then, we print our selection right here against a sunny yellow background.

(Whew, what a relief to know it's not our teeth. Now all we have to worry about is dandruff and ring around the collar.)

Dear MARVEL AGE MAGAZINE,

I have a number of questions to ask and I hope you can answer them for me:

1. How do you conduct business with artists and writers who live in other states? For instance, if you needed to talk to somebody in California about an idea for an upcoming issue how would you go about contacting him/her? By phone?

2. How do you transport comics material from state to state, and who sends what where? For instance, does the writer mail to the penciler and the penciler back to the writer, or does he send it to the inker?

3. How much time do you give a writer, penciler, inker, colorist, letterer, etc., to finish his/her work, and how many issues ahead is the comic being created from the one in the stores?

I would really appreciate it if you could answer these questions. I'm sure I'm not the only one who is curious about this.

Kyle Knecht
311 East Street
Orland, CA 95963

We bet you're right about other folks sharing your curiosity, Kyle. So let's see what we can do to clear matters up a little.

You're absolutely right about our using the phone to keep in close touch with comics creators who live outside the New York area. Naturally, New York types are able to stop by each month to chat about whatever's going on in their books. But that would get a tad expensive for folks like Californian SILVER SURFER scripter, Steve Englehart, or CLASSIC X-MEN artist, John Bolton, who resides in Merrie Olde England. So instead, on any given day, you can find an assortment of Marvel editors running up phone bills that rival the American national debt (well, that's probably a little exaggerated—we spend *much* more than the government).

Along the same lines, local comics creators are able to bring their work to the offices in person. But the guys and gals who live far away can't, so we send stuff back and forth by Express Mail and overnight courier services. Why? Because when you're as close to a deadline as we usually are, it absolutely, positively has to be there on time.

All this correspondence adds up to a huge amount of mail when you figure that each stage of the comic has to be checked over by the editor. That means that if all of the creators of an issue live out of town, the writer sends the plot to the editor, who sends it to the penciler, who sends the penciled pages back to the editor, who sends copies to the writer, who writes dialogue and sends the scripted pages back to the editor, who sends the pages to the letterer, who sends them back to the editor, who sends them to the inker, who sends the finished art to the editor, who sends copies to the colorist, who colors them and sends them back to the editor, who finally has them reviewed by the editor in chief and

sent out to be printed. All in all, it adds up to a whole lot of work for the editor who has to oversee each stage of production and an awfully big workload for the frazzled guys in our mailroom.

As far as how much time each creator gets to do his/her job, well, that varies a lot depending on various considerations such as whether we're behind schedule or not. But in general. . .well, let's look at an example. THE AMAZING SPIDER-MAN #314 went on sale about two months ago, but its creators went to work on it long before then. David Michelinie had to hand in the plot for the issue by May 31. Then, Todd McFarlane was given a deadline of June 28 to hand in the penciled art. Next, David had until July 26 to script the dialogue, and we gave Rick Parker until August 23 to letter it. Once Rick finished, the story went back to Todd for inking bearing a September 20 deadline. And finally, it was up to Bob Sharen to color the whole thing by October 11. All this so that we could get it printed and into your hands by January 3.

See? The whole process works like a finely tuned Swiss watch. . .at least when we manage to remember what day it is.

Dear MARVEL AGE MAGAZINE,

As I was flipping through a recent issue of MARVEL AGE MAGAZINE, I decided to read your New Talent Department. I found it quite repulsive that you are mainly concerned with the artists and not the writers. I'm a young, aspiring writer, and I would love a chance to train under one of the pros and get tips that would help make us, the new writers of America, help make Marvel the number one choice for many years to come. I would be pleased if you set up a way that you could train writers the way you train artists. This, I think, would keep out the "bad apples," so to speak, and give the ones that aren't a head start in the world of the "comics experience."

Ian Fowler
(Address withheld by request)

Tell you what we're gonna do, Ian, because Mighty Marvel has been coming out with so many new projects lately forcing us to often squeeze out our New Talent Department, we'll discuss with Mark Gruenwald the possibility of his reviewing new writers' works in his Mark's Remarks column.

Finally, don't forget that you can also find tips on how to write comics in THE OFFICIAL MARVEL COMICS TRY-OUT BOOK, available at your local book store or comics specialty shop. Good luck!

Dear Readers,

My name appeared in the Marvel Correspondents section of MARVEL AGE MAGAZINE #64. I expected to get maybe two or three pen pals. Never in my wildest dreams did I expect to get thirteen! I was originally planning to write back to those who wrote to me. The letters just kept piling in, though, and unfortunately, I did not get to it. The names of those who wrote to me are: **Vince Potoin, Luke Theirault, Tony Hughes, Aron Mullins, Joseph Bradshaw, Mike Johnson, Jeff Powell** (send me some sketches!), **Hans Eargle, Brooke Gregory II, Paul Hammond, Brandon Coton, Mike Fairweather,** and **Brendan Howard.** Thank you all very much for writing, and I'm very sorry I couldn't get back to you personally.

David O'Neal
200 N. Allen
Harrison, AR 72601

We can certainly sympathize with your plight, David. If thirteen letters is more mail than you can handle, just imagine what it's like to get the hundreds of letters that come to *us* each month! That's why we can't possibly print them all, let alone respond to them personally. But we do want everyone out there to remember that we really do read and appreciate each and every letter. So keep 'em coming, okay?

We're glad to hear that David's pen pal listing turned out so well for him, and we're also pretty happy that it gives us the perfect segue into this month's MARVEL CORRESPONDENTS! You remember our Marvel Correspondents, don't you? Those gregarious guys and gals from around the globe who are looking for new friends to exchange notes, letters, and the occasional 3-D linen postcard with? Yeah, we thought you did.

So let's not put it off any longer. Extinguish your cigarettes, return your tables to the upright, locked position, and get ready! Because here come this month's Marvel Correspondents!

MARVEL® CORRESPONDENTS

Stefan Joiet
P.O. Box 276
Lydia, LA 70569
Age: 14
Favorites: X-MEN, X-FACTOR, NEW MUTANTS

Emil Lee
P.O. Box 140
Tahiti, French Polynesia
Age: 18
Favorites: X-MEN, X-FACTOR, NEW MUTANTS

Tony Williams
Charlie 121st Signal Bn. ASC 2
Fort Riley, KS 66442
Age: 19
Favorites: HULK, CLASSIC X-MEN, X-FACTOR

Chris Rooney
2326 Story Ave.
Schenectady, NY 12309
Age: 16
Favorites: All Mutant titles, all SPIDER-MAN titles, all PUNISHER titles

Richard Plisco
68 Clark St.
Iselin, NJ 08830
Age: 14
Favorites: X-MEN, X-FACTOR, IRON MAN

Johann Espiritu
203 Dingalan St.
Ayala Alabang Village
Muntinlupa, Metro Manila
PHILIPPINES
Age: 13
Favorites: X-MEN, EXCALIBUR, CLASSIC X-MEN

Kevin Wright
108 Tidewater Lane
Oak Ridge, TN 37830
Age: 11
Favorites: PUNISHER, X-MEN, NEW MUTANTS

Matthew B. Singer
75 Leddy Cr.
Saskatoon, Saskatchewan STH 3Y9
CANADA
Age: 14
Favorites: AVENGERS, X-MEN, PUNISHER

Brendan Howard
1601 W. Elgenia
West Covina, CA 91790
Age: 13
Favorites: X-FACTOR, SPEEDBALL, X-MEN

Daniel McCoy
1415 N.E. 73rd Ave.
Portland, OR 97213
Age: 13
Favorites: EXCALIBUR, SILVER SURFER, NEW MUTANTS

ANSWERS TO MARVEL® TRIVIA QUIZ

1. A	6. A	11. A	16. A
2. C	7. C	12. C	17. C
3. B	8. B	13. B	18. B
4. B	9. B	14. B	19. B
5. A	10. A	15. A	20. A

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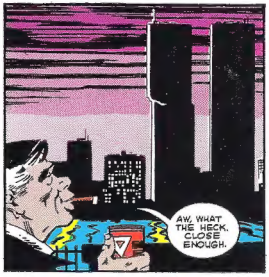

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